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A TREATISE
ON THE
GAME OF CHESS,

BY
GIOACHINO GRECO; *Calabrese*

TRANSLATED FROM THE FRENCH.

TO WHICH ARE ADDED,
NUMEROUS REMARKS, CRITICAL AND EXPLANATORY,

BY
WILLIAM LEWIS,

AUTHOR OF SEVERAL WORKS ON CHESS.

LONDON :
PUBLISHED BY W. SIMPKIN AND R. MARSHALL.

1833.

LONDON: SHAW AND SONS, 137, FETTER LANE.

TO

THE RIGHT HONOURABLE

LORD HENRY SEYMOUR.

MY LORD,

ALLOW me to express my thanks for your Lordship's condescension, in permitting me to place the present work under the protection of a Chess Player so eminently skilled in the game as your Lordship.

My object has been to facilitate the knowledge of this celebrated game, and to increase the number of its admirers and good players:—if I should be thought, by your Lordship, to have succeeded in my effort, I shall be amply gratified.

I have the honor to be,

my Lord,

your Lordship's most humble,

and most obedient Servant,

W. LEWIS.

Nassau Street, Soho,

March, 1819.

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PREFACE.

GRECO has been justly celebrated as a first-rate player, and his work is considered by good judges as exhibiting great skill and ingenuity, and abounding with brilliant and instructive situations. It has been for some years rather scarce ; I have, therefore, thought it would be rendering no unacceptable service to the amateurs of Chess, to publish a translation of it with such improvements as I was capable of making, and which the work seemed to me to require.

With this view I have examined all the games very attentively, and where it has appeared to me that either party plays inaccurately, I have suggested other moves in notes at the bottom of the page. These notes will be found very numerous, and I hope may prove of service, not only to beginners, but even to those who are moderately skilled in the game.

It does not often happen that Greco's method of attacking can be much improved, for in that part of the game he is eminently skilful, but the like praise cannot be given to his system of defence ; it must, indeed, be evident that as most of his games are won by

brilliant moves, the defence is necessarily imperfect. This is, however, not the only fault in his work ; in many of his games the attack is founded on bad play, the party who wins making the first bad move, which succeeds only because his adversary plays worse : it is, therefore, frequently dangerous to adopt his attack, because the adversary by playing correctly would have the best of the game ; this is, however, far from being the case in all his games, in his gambits, particularly, the second player generally makes the first mistake.

Greco has paid but little attention to the arrangement of his games. I have endeavoured to remedy this by classing together those games which have similar openings, so that they may the more easily be referred to.

Instead of distinguishing each chapter in Greco as a separate game, I have preferred calling many of them (what, in fact, they are) variations of a preceding game : the moves, as far as the commencement of the variation, are printed in italics, or the position of the pieces shown on a diagram.

In order to publish the work at a moderate price, it has been printed in double columns, with a small but neat type, so that it contains, at least, as much as many Chess books of double the size ; the abbreviations used are chiefly in the names of the pieces : thus, K. stands for King ; Kt. for Knight ; Q. for Queen, &c. &c.

Throughout the work the second person is used to denote the player of the White, and the third person the player of the Black pieces.

The following account of Greco is chiefly extracted from Mr. Twiss's entertaining work entitled "Chess."

GIOACHINO GRECO, commonly called the *Calabrois*, from Calabria, the place of his birth, was of very low extraction. Having accidentally learned the game of Chess, he improved so rapidly that Don Mariano Marano, a celebrated player, being informed of his aptitude for Chess, took him to his house, and, under his tuition, Greco improved so much as nearly to equal his master.

The following account of him is given by Bayle in his Dictionary.

"Gioachino Greco played at Chess so skilfully that it cannot be thought strange that I consecrate to him a little article. All those who excel in their profession to a certain degree, deserve that distinction. This player did not find his match any where. He went to all the courts in Europe, and signalized himself there at Chess in a most surprising manner. He found famous players at the court of France, such as the Duke of Nemours, Mr. Arnaud, Chaumont, and La Salle; but though they pretended to know more than others, none of them were able to play with him, nor could they cope with him altogether. He was at Chess a bravo, who sought in all countries some famous knight with whom he might fight and break a lance, and he found none whom he did not overcome."

This is certainly an exaggerated account of his skill, as we know from Salvio that he was rather inferior to Marano and other Italian players.

In the *Mercure Galant* for June, 1683, appeared the following lines addressed to Greco on his skill in Chess.

“ A peine dans la carrière
Contre moi tu fais un pas,
Que par ta démarche fière,
Tous mes projets sont à bas :
Je vois dès que tu t’avances,
Céder toutes mes défenses,
Tomber tous mes champions ;
Dans ma resistance vaine,
Roi, Chevalier, Roc et Reyne,
Sont moindre que tes Pions.”

The first English edition of Greco was published in London by Herringman, in 1656 ; it is very imperfect.

In 1750 another edition, in 24mo, was published, entitled, “ Chess made Easy, or the Games of Gioachino Greco the Calabrian, with additional games and openings, illustrated with remarks and general rules. The whole so contrived, that any person may learn to play in a few days without any farther assistance.” Let not any one be led, by this promising title, to suppose that so difficult a game as Chess is to be learned in a few days ; considerable practice is necessary to form even a moderate player, but to become a first rate player, genius and much study are indispensable requisites.

This edition has a print as a frontispiece copied from a very fine one in small folio, from a picture of the same size by C. D. Moor, it represents an old man and a young one sitting and playing at Chess ; a man

standing with a wine glass in his hand overlooking them ; a guitar hangs against the wainscot ; the dresses and furniture are such as were in use in the sixteenth century.













The additional games and openings mentioned in the title are chiefly from Philidor.

In 1752 a French edition of Greco was printed in London ; it does not differ materially from the Paris edition.

Greco died in the East Indies at an advanced age. Many of his games have been copied by succeeding writers, and his skill in attacking has been very generally admired by those authors who have mentioned him.

I cannot conclude without expressing a hope that the present work may prove serviceable to the young Chess-player, and not undeserving the attention even of the scientific amateur ; my earnest desire has been to facilitate the knowledge of a game to which I have devoted the greater part of my leisure hours.

EXPLANATION
OF THE
Figures used in the Diagrams.

White.	Black.	
		King.
		Queen.
		Rook.
		Bishop.
		Knight.
		Pawn.

GRECO

ON

THE GAME OF CHESS.

First Game.*

WHITE.

1. K. P. two squares
2. K. Kt. to K. B. third square
3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square
5. Q. P. two squares
6. Q. B. P. takes P. †
7. Q. Kt. to Q. B. third sq. §

BLACK.

1. K. P. two squares
2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.
4. K. Kt. to K. B. third sq. †
5. K. P. takes P.
6. K. B. checks at adv. Q. Kt.
fourth square
7. K. Kt. takes K. P.

* The attack in this game and the variations, after the Black's ninth move, is remarkably well played.

† This move is generally played, it is not in my opinion equal to Q. to K. second square.

‡ Instead of this move you should play K. P. one square.

§ It would be better to play Q. B. to Q. second square, and if Black take it, you must take K. B. with Q. Kt. defending the K. P. Black would, however, then have at least as good a game as the White by advancing the Q. P. two squares.

WHITE.

8. K. castles
9. Q. Kt. P. takes Kt.
10. Q. to Q. Kt. third square †
11. K. B. takes K. B. P. and checks
12. Q. B. to adv. K. Kt. fourth square
13. K. Kt. to adv. K. fourth square ||
14. K. B. to adv. K. Kt. third square
15. Q. to K. B. third square and checks
16. K. B. takes Q. B. ¶
17. K. B. to adv. K. third sq. checking with the Q.
18. Q. B. takes K. B.
19. Q. takes P. and checks
20. Q. checkmates at adv. K. B. second square.

BLACK.

8. K. Kt. takes Q. Kt. *
9. K. B. takes P. †
10. K. B. takes Q. R. §
11. K. to K. B. square
12. Q. Kt. to K. second square
13. K. B. takes P.
14. Q. P. two squares
15. Q. B. to K. B. fourth sq.
16. K. B. takes K. Kt. **
17. K. B. to its third square
18. K. Kt. P. takes Q. B.
19. K. to his square.

* Black ought to take the Kt. with the K. B. and then play Q. P. two squares or castle.

† It would be better to remove the K. B. to K. second square, or to play Q. P. two squares.

‡ This move decides the game in your favour; none but a good player would leave the Rook *en prise* of the B.; the attack is, however, irresistible.

§ In a variation the B. takes Q. P.

|| K. R. to K. square would also win the game.

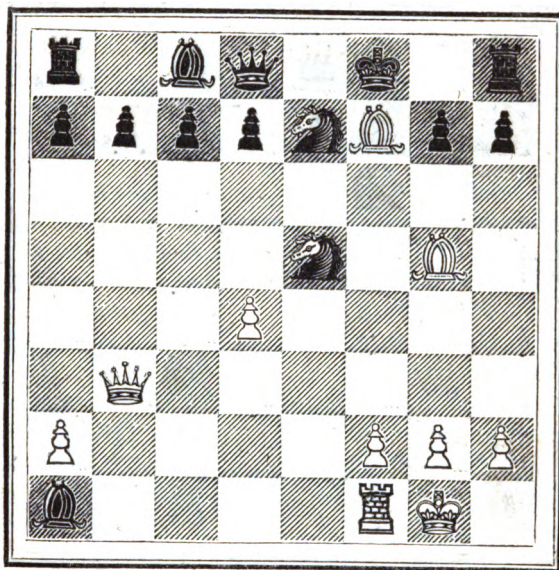
¶ This move shews how much better it was on the fourteenth move to play the K. B. to adv. K. Kt. third than to adv. K. R. fourth square.

** If he were to move the K. to his square, you must check with K. B. at his K. Kt. third square, and then checkmate with Q. at his K. B. second square.

FIRST VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE.

14. Q. to K. B. third square
15. K. B. to adv. K. third sq.
16. Q. B. to adv. K. R. third square and checks
17. K. B. checkmates at adv. K. B. second square.

BLACK.

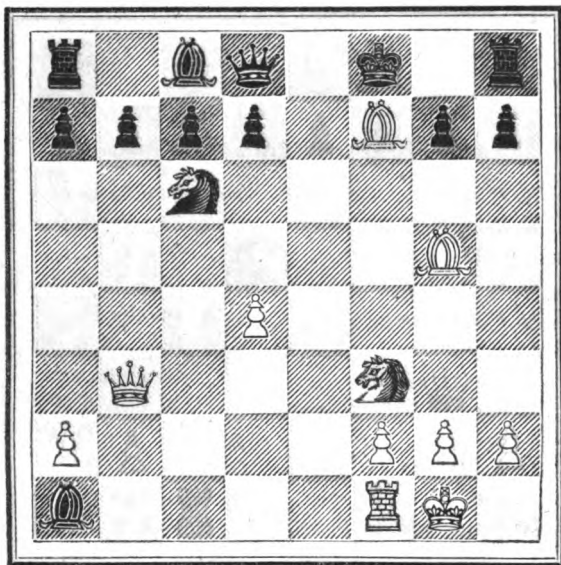
13. Q. P. two squares
14. Q. B. to K. B. fourth sq.
15. K. Kt. P. one square *
16. K. to his square.

* If Black instead of this move were to play K. R. P. one square, you must take his Q. B. with K. B. &c.

SECOND VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE.

- 13. Q. to Q. R. third square
and checks
- 14. Q. B. takes Q.
- 15. K. R. takes K. B.

BLACK.

- 12. Q. Kt. takes P. at adv. Q.
fourth square *
- 13. K. takes K. B.
- 14. K. R. takes Q. B.
- 15. Q. Kt. to adv. Q. B. second
square †

* This is a very bad move, as it evidently causes the loss of the Queen.

† This is also very bad play, as he loses the Kt. immediately.

WHITE.

16. Q. to Q. Kt. third square
and checks
17. Q. takes Q. Kt. and will
win.

BLACK.

16. K. to K. B. square.

THIRD VARIATION,**BEGINNING AT THE TENTH MOVE OF THE BLACK.**

- | | |
|---|---|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third square</i> | 2. <i>Q. Kt. to Q. B. third square</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>K. B. to Q. B. fourth sq.</i> |
| 4. <i>Q. B. P. one square</i> | 4. <i>K. Kt. to K. B. third square</i> |
| 5. <i>Q. P. two squares</i> | 5. <i>K. P. takes P.</i> |
| 6. <i>Q. B. P. takes P.</i> | 6. <i>K. B. to adv. Q. Kt. fourth
square and checks</i> |
| 7. <i>Q. Kt. to Q. B. third square</i> | 7. <i>K. Kt. takes K. P.</i> |
| 8. <i>K. castles</i> | 8. <i>K. Kt. takes Q. Kt.</i> |
| 9. <i>Q. Kt. P. takes Kt.</i> | 9. <i>K. B. takes P.</i> |
| 10. <i>Q. to Q. Kt. third square</i> | 10. <i>K. B. takes P.</i> |
| 11. <i>K. B. takes K. B. P. and
checks</i> | 11. <i>K. to K. B. square</i> |
| 12. <i>Q. B. to adv. K. Kt. fourth
square</i> | 12. <i>K. B. to its third square</i> |
| 13. <i>Q. R. to K. square *</i> | 13. <i>Q. Kt. to K. second sq. †</i> |
| 14. <i>K. B. to adv. K. R. fourth
square</i> | 14. <i>Q. Kt. to K. Kt. third sq. ‡</i> |
| 15. <i>K. Kt. to adv. K. fourth sq.</i> | 15. <i>Q. Kt. takes Kt.</i> |
| 16. <i>Q. R. takes Kt.</i> | 16. <i>K. Kt. P. one square</i> |

* This is a very good move, as it confines the adversary's pieces.

† If he play K. B. to K. second square, White may take the K. B. with Q. R. and then play K. R. to K. square.

‡ In the fourth variation he moves Q. P. two squares.

WHITE.

17. Q. B. checks at adv. K. R.
third square
18. Q. R. checks at adv. K. B.
fourth square
19. Q. to adv. K. B. second sq.
and checkmates.

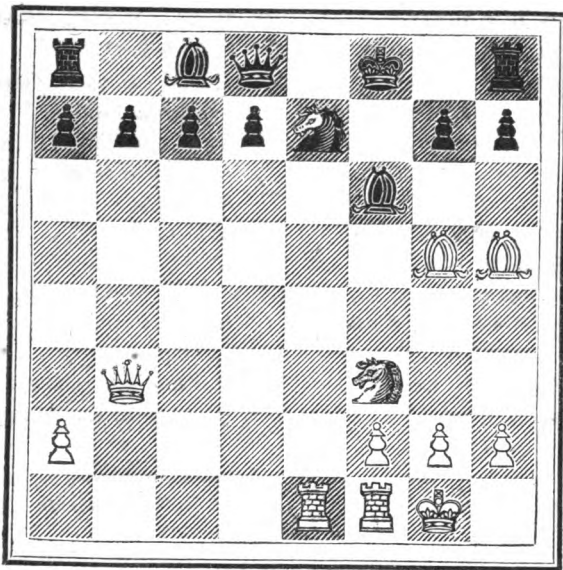
BLACK.

17. K. B. interposes
18. K. Kt. P. takes Q. R. *

FOURTH VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE THIRD VARIATION.

Position of the Pieces.



§ If he play K. to K. second square, you must check with K. R. and afterwards checkmate with Q. at his Q. fourth square.

7.

WHITE.

15. Q. R. takes Q. Kt.
16. K. R. to K. sq. and checks
17. Q. to Q. Kt. fourth square
and checks
18. R. to adv. K. square checks,
wins the Q. and the game.

BLACK.

14. Q. P. two squares
15. K. takes Q. R. * (Or A)
16. K. to K. B. square (Or B)
(Or C)
17. K. to K. Kt. square.

(Or A)

- | | |
|---|--------------------------------|
| 16. K. R. to K. square | 15. Q. takes R. |
| 17. Q. to Q. Kt. fourth square
and checks | 16. Q. to Q. second sq. (Or D) |
| 18. K. R. to adv. K. sq. checks,
wins the Q. and the game. | 17. K. to K. Kt. square.† |

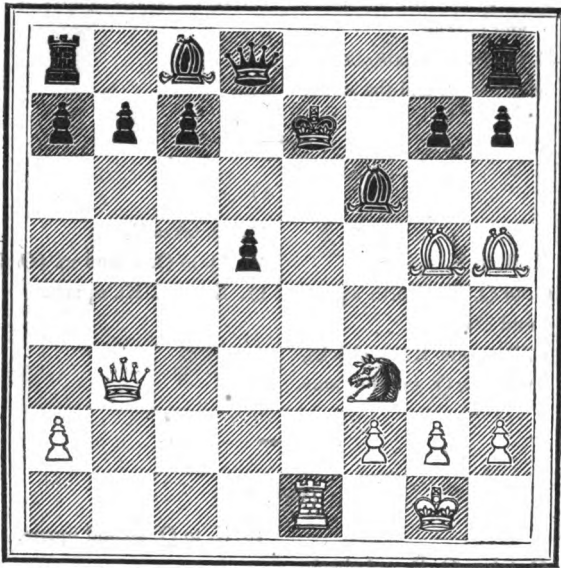
(Or B)

- | | |
|---|----------------------------|
| 17. Q. takes Q. P. and check-
mates. | 16 K. to Q. second square. |
|---|----------------------------|

* If the Black take the R. with the B. you must take the B. and then play R. to K. square.

† If the Q. interpose at her third square, White will checkmate with the R.

(Or C)

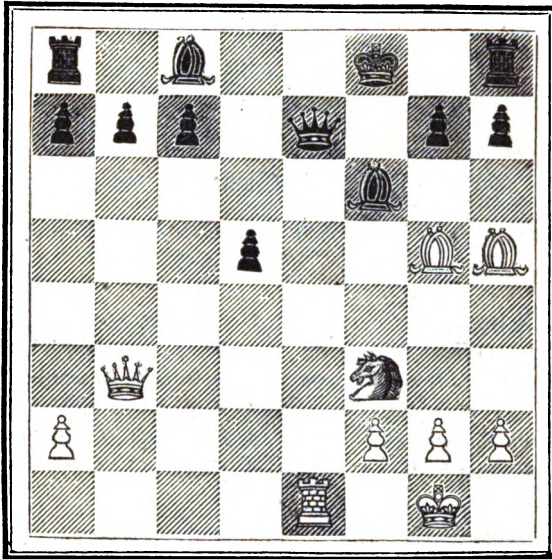
Position of the Pieces.**WHITE.**

17. Q. B. to K. B. fourth sq. and checks
18. R. to Q. B. sq. and checks
19. Q. takes Q. P. and checks
20. Q. to adv. K. B. second sq. and checkmates.

BLACK.

16. K. to Q. third square
17. K. to Q. B. third square
18. K. to Q. second square
19. K. to K. second square.

(Or D)

Position of the Pieces.**WHITE.**

17. K. Kt. to Q. fourth square
18. Kt. takes Q. B. and checks
19. Q. takes Q. P.
20. Q. to Q. Kt. third square
21. Kt. takes K. B. and checks
with the Q.*

BLACK.

16. Q. B. to K. third square
17. K. B. takes Q. B.
18. K. to K. Kt. square
19. Q. B. P. one square
20. Q. to K. B. third square
21. K. to K. B. square

* Instead of this move, you ought to play the Kt. to adversary's Q. square, and Black would be checkmated in two moves.

C

WHITE.

22. Q. to Q. Kt. fourth square
and checks
23. K. B. to adv. K. B. second
square and checks
24. Kt. takes Q. and will win.

BLACK.

22. K. to K. Kt. square
23. Q. takes K. B.

Second Game.

- | | |
|---------------------------------|-------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third square | 2. Q. Kt. to Q. B. third sq. |
| 3. K. B. to Q. B. fourth square | 3. K. B. to Q. B. fourth sq. |
| 4. Q. B. P. one square | 4. K. Kt. to K. B. third sq. |
| 5. Q. P. two squares | 5. K. B. to Q. Kt. third sq.* |
| 6. Q. P. takes K. P. | 6. K. Kt. takes K. P.† |

* Black loses the game by this move, he ought to have taken the Q. P.

† Black has three other ways of playing, viz.

No. 1. K. Kt. to K. R. fourth square

2. K. Kt. to adv. K. Kt. fourth square

3. K. Kt. to its square.

No. 1.

6. K. Kt. to K. R. fourth square

7. K. B. takes K. B. P. and checks 7. K. takes K. B.

8. K. Kt. to adv. K. Kt. fourth sq.
and checks.

If Black play the K. to K. Kt. third square, White will speedily win the game by playing Q. to K. Kt. fourth square; if Black play the K. to K. Kt. square he will be checkmated in two moves, and if he play the K. elsewhere, White will take the Kt. and have the best of the game.

WHITE.

BLACK.

7. Q. to adv. Q. fourth square 7. K. Kt. takes. K. B. P.
 8. Q. takes K. B. P. and checkmates, but if, the Black had not taken the K. B. P. he would not have been checkmated, but would have lost only the Kt.

No. 2.

6. K. Kt. to adv. K. Kt. fourth sq.
 7. K. B. takes K. B. P. and checks.
 If Black K. take the B. White will check with the Kt. and then take K. Kt., therefore,
 7. K. to K. B. square
 8. Most authors on Chess recommend the White in this situation to castle, I do not however think it the best move, as the Black may then take the K. B. P. with the Kt. and if the White exchange the R. for the Kt. and B., Black may take the K. B. with safety; I am of opinion, that the White, instead of castling, should play
 Q. B. to adv. K. Kt fourth sq. 8. K. B. takes K. B. P. and checks
 (Or A)
 9. K. to K. second square 9. Q. Kt. to K. second square
 10. Q. to Q. Kt. third square 10. Must remove the K. B. in order not to lose a piece by White's advancing K. R. P. one square.
 11. K. B. to adv. K. R. fourth sq. and wins a piece with a very powerful attack.

(Or A)

8. K. Kt. takes K. B. P.
 9. Q. to Q. Kt. third square 9. Q. Kt. to K. second square
 10. K. B. to adv. K. R. fourth sq. 10. K. Kt. P. one square
 11. K. R. to K. B. square 11. P. takes K. B.
 12. K. Kt. to Q. fourth square 12. K. B. takes Kt.
 13. B. takes B. and will afterwards take the Kt. and have decidedly the best of the game.

No. 3.

6. K. Kt. to its square
 7. Q. B. to adv. K. Kt. fourth sq.
 If Black interpose the K. B. P. White will take the P. with the P. and Black being obliged to take with the K. Kt. P. will evidently have a bad position with a Pawn less; if he play Q. Kt. to K. second square, White will gain a Pawn by playing Q. to Q. Kt. third square; the best move for the Black is K. Kt. to K. second square, White has notwithstanding much the best of the game.

Third Game.

WHITE.

1. K. P. two squares
2. K. Kt. to K. B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square
5. K. castles.
6. Q. P. two squares
7. Q. B. to adv. K. Kt. fourth square
8. Q. B. to K. R. fourth sq.
9. K. Kt. takes K. Kt. P.
10. Q. to adv. K. R. fourth sq. and checks
11. Q. B. takes P.
12. K. B. to adv. K. third sq. and checks †
13. Q. to adv. K. sq. and checks
14. Q. P. one sq. and check-mates.

BLACK.

1. K. P. two squares
2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. to K. second square
5. Q. P. one square
6. K. B. to Q. Kt. third sq.
7. K. B. P. one square *
8. K. Kt. P. two squares †
9. P. takes K. Kt.
10. K. to Q. second square
11. Q. to K. Kt. second square (Or A)
12. K. takes K. B.
13. K. Kt. interposes. §

(Or A)

11. Q. to K. B. square
12. K. B. to adv. K. B. second square
12. K. P. takes Q. P. (Or B).
13. Q. to K. Kt. fourth square and checkmates.

* It would be better to play K. Kt. to K. B. third square.

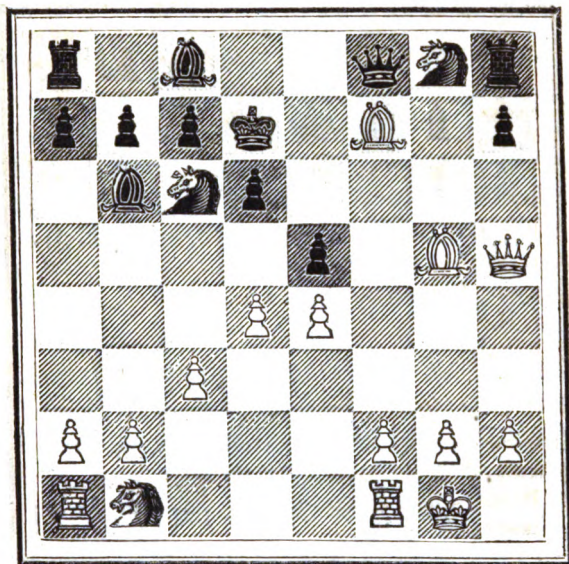
† This appears to be a good move; it is however very exceptionable, as it enables the White to obtain a very strong attack by sacrificing the K. Kt.

‡ This is a very skilful move.

§ It is of no consequence which piece interposes.

(Or B)

Position of the Pieces.



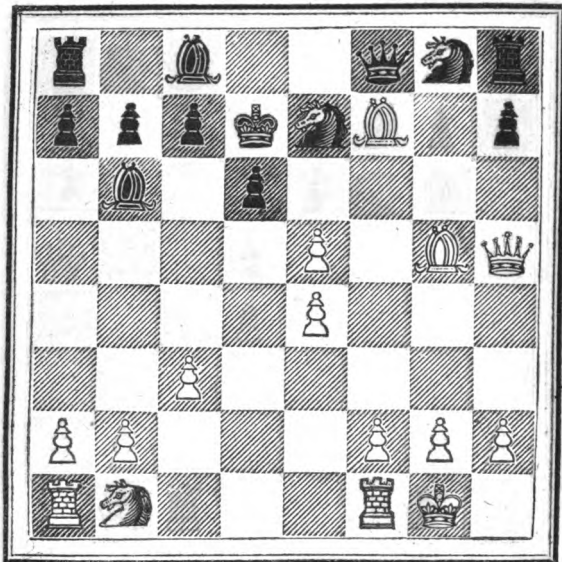
WHITE.

13. Q. P. takes K. P.
14. R. to Q. square and checks
15. K. B. to adv. K. square and checks
16. Q. B. to K. third sq. and checks
17. Q. Kt. P. one square and checkmates.

BLACK.

12. Q. Kt. to K. second square
13. Q. P. takes P. (Or C)
14. K. to Q. B. third square
15. K. to Q. B. fourth square
16. K. to adv. Q. B. fourth sq.

(Or C)

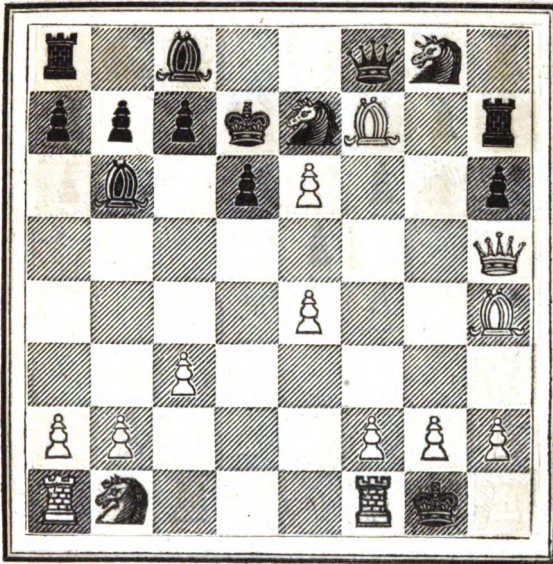
Position of the Pieces.**WHITE.**

14. Q. B. to K. R. fourth sq.
 15. Q. P. one sq. and checks
 16. K. B. to adv. K. square,
 checks, and wins the Q.

BLACK.

13. K. R. P. one square
 14. K. R. to its second square
 15. K. to Q. B. third square
 (Or D).

(Or D)

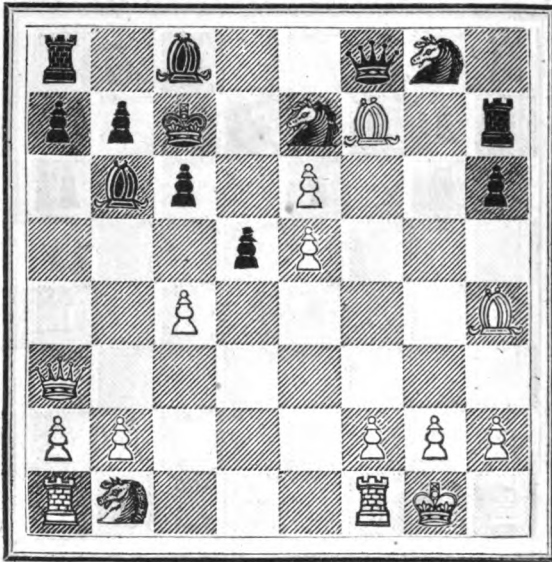
Position of the Pieces.**WHITE.**

16. K. P. one square
17. Q. to K. B. third square
18. Q. B. P. one square
19. Q. to Q. R. third square
20. K. B. takes K. Kt.
21. Q. B. takes Kt. and will win the game.

BLACK.

15. K. to Q. square
16. Q. P. one square
17. Q. B. P. one square
18. K. to Q. B. second square
19. K. to Q. Kt. square (Or E)
20. Q. takes B.

(Or E)

Position of the Pieces.**WHITE.**

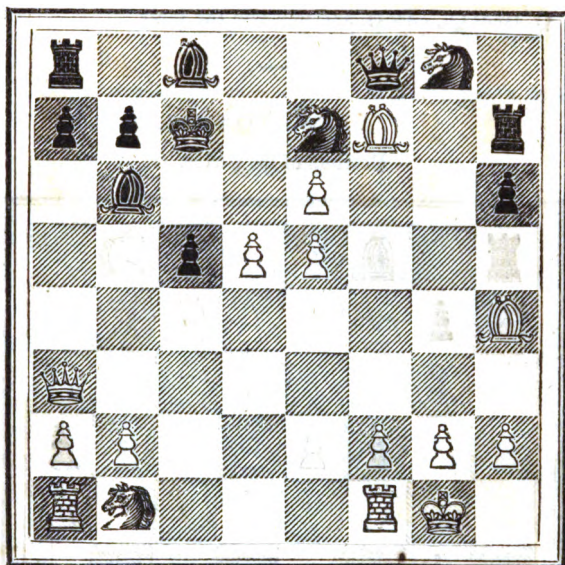
- 20. P. takes Q. P.
- 21. Q. to Q. third square
- 22. Q. takes Kt.
- 23. P. to adv. K. second square
- 24. Q. to adv. Q. third square
and checkmates.

BLACK.

- 19. Q. B. P. one square
- 20. Q. Kt. takes P. (Or F)
- 21. R. takes K. B.
- 22. K. R. to adv. K. B. fourth
square
- 23. Kt. takes P.

(Or F)

Position of the Pieces.



WHITE.

21. Q. B. to K. Kt. third sq.
22. Q. takes Q. Kt.
23. Q. to Q. Kt. third square
24. P. to adv. K. second square
25. P. to adv. Q. third square
and checks

BLACK.

20. Q. Kt. to K. B. fourth sq.
21. Q. Kt. takes Q. B.
22. K. R. to K. Kt. second sq.
23. K. R. P. one square
24. Q. takes K. B. (Or G)
25. K. to Q. second square *

* If the Black play the K. to Q Kt. square, White would exchange Queens, and then advance the P. to Queen.

D

WHITE.

26. Q. to adv. Q. Kt. fourth square and checks

27. P. one square, becomes a Q. and checks

28. Q. takes Q., checks, and will win the game.

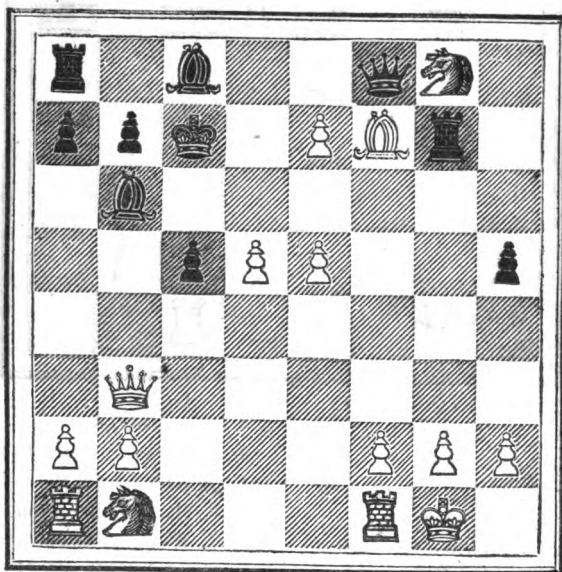
BLACK.

26. K. to his third square

27. Q. takes Q.

(Or G)

Position of the Pieces.



24. Kt. takes P.

25. K. to Q. second square

26. K. to Q. square

25. P. to adv. Q. third square and checks

26. Q. to adv. K. third square and checks

WHITE.

27. P. takes Kt. and checks
28. R. to Q. square and checks
29. Q. takes Q. and checks
30. K. B. takes P. at adv. K. R.
fourth square
31. K. B. to its third square
32. B. takes B.
33. K. Kt. P. one square
34. K. B. P. two squares and will win.

BLACK.

27. Q. takes P.
28. Q. B. to Q. second square
29. K. takes Q.
30. Q. R. to K. Kt. square
31. Q. B. to its third square
32. P. takes B.
33. R. to K. Kt. fourth square.

FIRST VARIATION,**BEGINNING AT THE TENTH MOVE OF THE BLACK.**

- | | |
|---|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third square</i> | 2. <i>Q. Kt. to Q. B. third square</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>K. B. to Q. B. fourth sq.</i> |
| 4. <i>Q. B. P. one square</i> | 4. <i>Q. to K. second square</i> |
| 5. <i>K. castles</i> | 5. <i>Q. P. one square</i> |
| 6. <i>Q. P. two squares</i> | 6. <i>K. B. to Q. Kt. third square</i> |
| 7. <i>Q. B. to adv. K. Kt. fourth square</i> | 7. <i>K. B. P. one square</i> |
| 8. <i>Q. B. to K. R. fourth sq.</i> | 8. <i>K. Kt. P. two squares</i> |
| 9. <i>K. Kt. takes K. Kt. P.</i> | 9. <i>P. takes Kt.</i> |
| 10. <i>Q. to adv. K. R. fourth sq. and checks</i> | 10. <i>K. to Q. square</i> |
| 11. <i>Q. B. takes P.</i> | 11. <i>K. Kt. to K. B. third sq.</i> |
| 12. <i>Q. to adv. K. R. third sq.</i> | 12. <i>K. R. to K. B. square</i> |
| 13. <i>K. B. P. two squares</i> | 13. <i>K. P. takes Q. P.</i> |
| 14. <i>K. P. one square</i> | 14. <i>P. takes Q. B. P. and checks with K. B.</i> |
| 15. <i>K. to K. R. square</i> | 15. <i>P. takes Q. Kt. P.</i> |
| 16. <i>P. takes K. Kt.</i> | 16. <i>P. takes Q. R. and becomes a Q. (Or A)</i> |

WHITE.

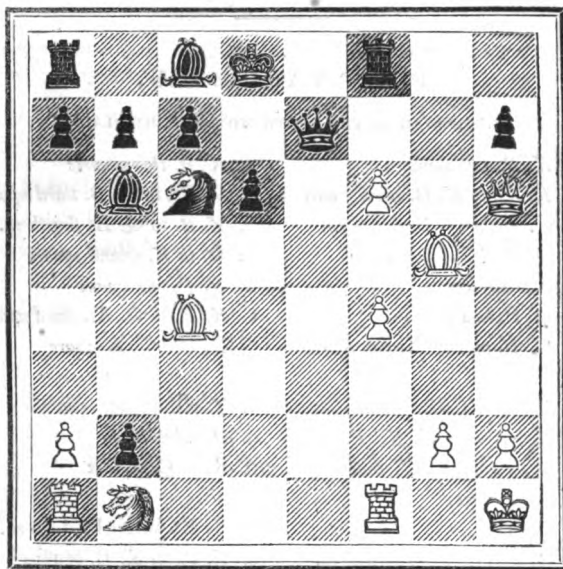
17. P. takes Q. and checks
 18. Q. takes K. R. and checks
 19. K. B. to adv. Q. Kt. fourth square and checks
 20. Q. to adv. K. second square and checkmates.

BLACK.

17. Kt. takes P.
 18. K. to Q. second square
 19. Q. Kt. to Q. B. third sq.*

(Or A)

Position of the Pieces.



* If he interpose the Q. B. P. you should take the Kt. with the Q. and if he play

19. K. to Q. third square
 20. K. to Q. fourth square
 21. K. to Q. B. fourth or to adv. Q. fourth square.
 22. Q. to Q. B. fourth square and checkmates.

WHITE.

17. Q. takes R.

18. Q. takes Q. at Q. R. sq.

19. Q. B. takes Q. and checks

20. Q. Kt. to Q. B. third square and will win.

BLACK.

16. R. takes P.

17. P. takes Q. R. and becomes
a Q.

18. K. B. to adv. Q. fourth sq.

19. K. takes Q. B.

SECOND VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

1. K. P. two squares

2. K. Kt. to K. B. third sq.

3. K. B. to Q. B. fourth sq.

4. Q. B. P. one square

5. K. castles

6. Q. P. two squares

7. Q. B. to adv. K. Kt. fourth
square

8. Q. B. to K. R. fourth sq.

9. K. Kt. takes K. Kt. P.

10. Q. to adv. K. R. fourth sq.
and checks

11. Q. B. takes P.

12. Q. to K. B. third square
and checks

13. K. B. takes K. Kt.

14. Q. to adv. K. B. third square and checkmates.

1. K. P. two squares

2. Q. Kt. to Q. B. third sq.

3. K. B. to Q. B. fourth sq.

4. Q. to K. second square

5. Q. P. one square

6. K. B. to Q. Kt. third square

7. K. B. P. one square

8. K. Kt. P. two squares

9. P. takes Kt.

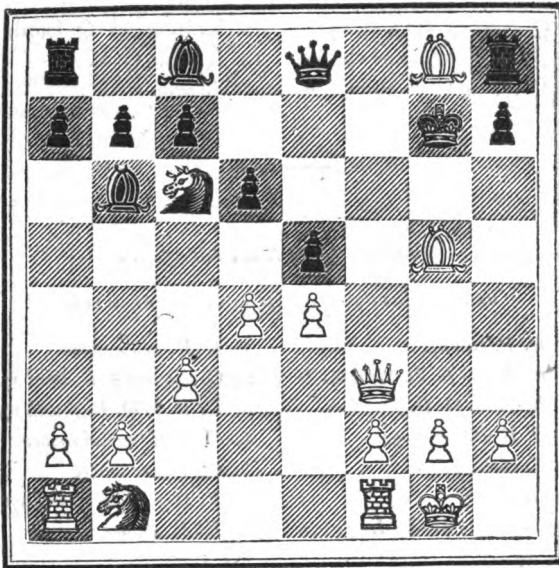
10. K. to K. B. square

11. Q. to K. square

12. K. to K. Kt. second square

13. R. takes K. B. (Or B).

(Or B)

Position of the Pieces.**WHITE.**

14. Q. P. one square
15. Q. B. to adv. K. B. third sq.
16. Q. Kt. to Q. second square
17. Q. B. takes K. R.
18. Q. Kt. takes Q.
19. K. R. P. one square *
20. Q. B. P. one square

BLACK.

13. K. takes K. B.
14. Q. Kt. to K. second square
15. Q. to K. B. second square
16. K. R. P. one square
17. Q. takes Q.
18. K. takes Q. B.
19. Q. B. to Q. second square
20. K. B. to adv. Q. fourth sq.†

* The object of this and the next move of the White is to confine the adversary's Q. B.

† This is not a good move, it would be better to bring the R. into play.

WHITE.

21. Q. Kt. takes K. B.
22. Q. R. to Q. square
23. K. B. P. two squares
24. K. P. one square
25. P. takes P.
26. R. takes R.
27. P. to adv. K. third square
28. P. to adv. Q. third square
29. P. to adv. Q. second square
30. P. to adv. K. second square
31. P. one square becomes a Q. and will win.

BLACK.

21. P. takes Q. Kt.
22. Q. B. P. two squares
23. Q. R. to K. B. square
24. P. takes P.
25. R. takes R. and checks
26. K. to K. Kt. second square
27. Q. B. to K. square
28. Q. Kt. to Q. B. third sq.
29. Q. B. to K. Kt. third sq.*
30. Kt. takes P.

Fourth Game.

1. K. P. two squares
2. K. Kt. to K. B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square
5. Q. P. two squares
6. P. takes P.
7. Q. Kt. to Q. B. third sq.
8. K. castles
9. P. takes K. B.
10. K. R. to K. square
11. K. R. takes K. Kt. and checks†

1. K. P. two squares
2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. P. one square
5. P. takes P.
6. K. B. to adv. Q. Kt. fourth square and checks
7. K. Kt. to K. B. third sq.
8. K. B. takes Q. Kt.
9. K. Kt. takes K. P.
10. Q. P. one square
11. P. takes K. R.

* Black should take the Pawn with the Q. B., you would however, even then, easily win the game.

† It would be better to take the P. with K. B. and then play K. Kt. to adv. K. Kt. fourth square, and afterwards K. B. P. one square.

WHITE.

12. K. Kt. to adv. K. Kt. fourth square

13. Q. to adv. K. R. fourth sq.

14. K. Kt. takes K. B. P.

15. K. Kt. takes K. R. P. and checks

16. K. Kt. to adv. K. B. second square and checks

17. Q. to adv. K. R. square and checkmates.

BLACK.

12. K. castles *

13. K. R. P. one square

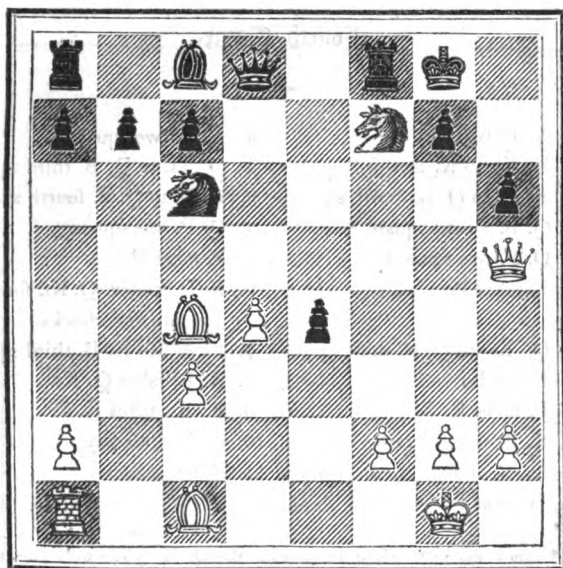
14. Q. to K. B. third sq. (Or A)

15. K. to K. R. square

16. K. to K. Kt. square

(Or A)

Position of the Pieces.



* Castling is not good play, it would be better to move Q. to K. second square.

WHITE.

15. K. B. takes K. R. and checks

16. Q. B. to Q. R. third square and checks

17. K. B. to Q. Kt. third sq.

18. Q. to adv. Q. fourth square

19. Q. B. takes P.

20. Q. to adv. K. Kt. square and checkmates.

BLACK.

14. K. R. takes K. Kt.

15. K. to K. B. square (Or B)
(Or C)

16. Q. Kt. to K. second sq.

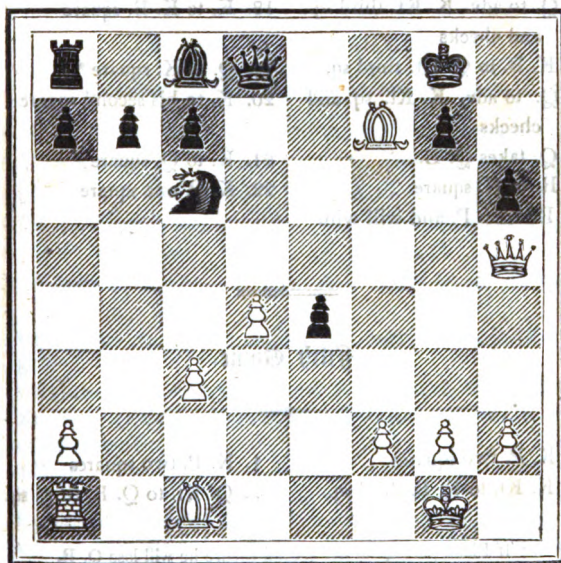
17. Q. to K. square

18. Q. B. P. two squares

19. Q. R. P. one square.

(Or B)

Position of the Pieces.



WHITE.

16. Q. B. takes K. R. P.
 17. Q. to adv. K. Kt. third sq.
 and checks
 18. Q. takes K. R. P. and checkmates.

BLACK.

15. K. to K. R. second square
 16. P. takes Q. B.
 17. K. to K. R. square.

(Or C)

See the preceding Diagram.

- | | |
|---|---|
| 16. Q. B. takes K. R. P. | 15. K. to K. R. square |
| 17. Q. B. takes K. Kt. P. and
checks | 16. Q. B. to adv. K. Kt. fourth
square |
| 18. Q. to adv. K. Kt. third sq.
and checks | 17. K. takes Q. B. |
| 19. K. B. to Q. Kt. third sq. | 18. K. to K. B. square |
| 20. Q. to adv. K. Kt. sq. and
checks | 19. Q. to K. square * |
| 21. Q. takes Q. B. | 20. K. to his second square |
| 22. R. to K. square | 21. K. to Q. square |
| 23. R. takes P. and will win. | 22. K. P. one square |

Fifth Game.

- | | |
|------------------------------|------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third sq. | 2. Q. Kt. to Q. B. third sq. |

* If Black play Q. to her second square he will lose Q. R.

WHITE.

3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square
5. Q. P. two squares
6. P. takes P.
7. K. P. one square
8. Q. P. one square
9. Q. P. one square
10. Q. to adv. Q. fourth square
11. Q. B. takes K. Kt.
12. Q. B. takes K. Kt. P.
13. Q. to her second square
14. Q. B. to adv. K. B. third square, wins the Q. and the game.

BLACK.

3. K. B. to Q. B. fourth sq.
4. K. Kt. to K. B. third sq.
5. P. takes P.
6. K. B. to Q. Kt. third sq.*
7. K. Kt. to its square †
8. Q. Kt. to K. second sq. †
9. Q. Kt. to Q. B. third sq.
10. K. Kt. to K. R. third sq.
11. K. R. to K. B. square
12. Q. Kt. to adv. Q. Kt. fourth square
13. K. R. to K. Kt. square.

FIRST VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

- | | |
|--|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third square</i> | 2. <i>Q. Kt. to Q. B. third square</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>K. B. to Q. B. fourth sq.</i> |
| 4. <i>Q. B. P. one square</i> | 4. <i>K. Kt. to K. B. third square</i> |
| 5. <i>Q. P. two squares</i> | 5. <i>P. takes P.</i> |
| 6. <i>P. takes P.</i> | 6. <i>K. B. to Q. Kt. third sq.</i> |

* Black loses the game by this move, he ought to have checked with the K. B.

† If instead of this move Black play Q. P. two squares, White must take the Kt., then play Q. P. one square, and afterwards check with the Q. at K. second square, &c.

‡ If he play the Q. Kt. to Q. R. fourth square, you must remove the K. B. to Q. third square, he will then be forced (in order not to lose the Q. Kt. by your advancing Q. Kt. P. two squares) to play Q. B. P. two squares, you may then play Q. P. one square, and you will have an excellent game.

WHITE.

7. *K. P. one square*
8. *Q. P. one square*
9. *Q. P. one square*
10. *P. takes P.*
11. *Q. to adv. Q. fourth sq.**
12. *K. castles*
13. *K. R. to K. sq. and checks*
14. *Q. B. to adv. K. Kt. fourth square*
15. *Q. B. takes K. Kt.*
16. *K. to K. B. square*
17. *Q. B. to adv. K. Kt. fourth square*
18. *K. takes K. B.*
19. *K. Kt. to K. R. fourth sq.*
20. *Q. B. to adv. K. second sq. and checks*
21. *Q. takes Q.*
22. *Q. to adv. K. R. third square and wins the game.†*

BLACK.

7. *K. Kt. to its square*
8. *Q. Kt. to K. second square*
9. *P. takes P.*
10. *Q. Kt. to Q. B. third sq.*
11. *Q. to K. B. third square*
12. *K. Kt. to K. R. third sq.*
13. *K. to K. B. square*
14. *Q. takes Q. Kt. P. (Or A)*
15. *K. B. takes K. B. P. and checks†*
16. *Q. to K. B. third square*
17. *Q. to K. Kt. third square*
18. *Q. R. P. one square*
19. *Q. to K. R. fourth square*
20. *K. to K. Kt. square*
21. *K. Kt. P. one square*

* White might also play *Q. B. to adv. K. Kt. fourth square*, and if Black play *K. B. P. one square*, White will speedily win the game by playing *Q. to adv. Q. fourth sq.*, Black must therefore instead of *K. B. P. one square*, play *K. Kt. to K. B. third square*; White should then check with the *Q.* and afterwards castle.

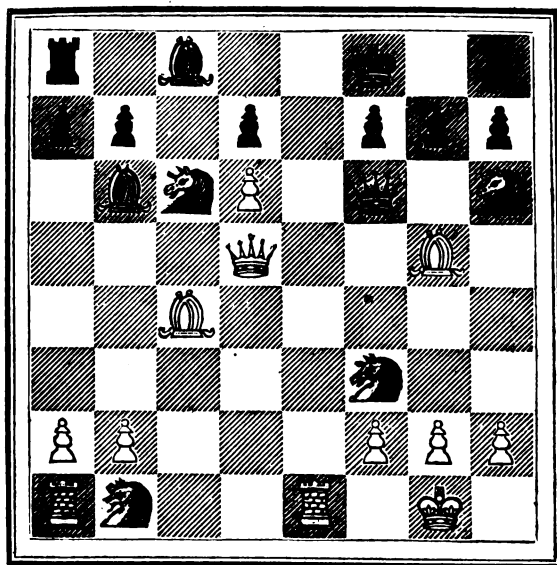
† If Black take the *K. B. P.* with the *Q.* White should play

- | | |
|--|--------------------------------|
| 16. <i>K. to K. R. square</i> | 16. <i>Q. Kt. to Q. square</i> |
| 17. <i>Q. B. takes K. Kt. P. and checks</i> | 17. <i>K. takes B.</i> |
| 18. <i>Q. to adv. K. Kt. fourth square and checks</i> | 18. <i>K. to K. B. square</i> |
| 19. <i>R. to adv. K. sq. and checks</i> | 19. <i>K. takes R.</i> |
| 20. <i>Q. to adv. K. second square and checkmates.</i> | |

‡ It would also be good play to move *Q. B. to adv. K. B. third square.*

(Or A)

Position of the Pieces.



WHITE.

15. Q. to her second square
16. Q. Kt. to Q. B. third sq.
17. Q. B. takes K. Kt.
18. Q. takes P. and checks
19. K. R. to adv. K. square and checkmates.

BLACK.

14. Q. to K. B. fourth square
15. K. B. to Q. R. fourth sq.
16. Q. Kt. P. one square *
17. K. Kt. P. takes Q. B.†
18. K. to K. Kt. square.

* Black has already a bad game, but this move makes it still worse; it would be better to play Q. to K. Kt. third square.

† This is a very bad move, he ought to play Q. B.

Sixth Game.

WHITE.

1. K. P. two squares
2. K. Kt. to K. B. third sq.
3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square
5. Q. P. two squares
6. P. takes P.
7. Q. B. interposes
8. Q. B. takes K. B.
9. K. B. takes K. B. P. and checks
10. Q. to Q. Kt. third square and checks
11. K. Kt. to adv. K. fourth square and checks
12. Q. takes Q. Kt.
13. K. castles
14. Q. to adv. Q. Kt. fourth square
15. Q. to adv. K. square and checks
16. Q. to adv. Q. B. third sq.
17. Q. takes P. and checks
18. Q. takes Q. and checkmates.

BLACK.

1. K. P. two squares
2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.
4. K. Kt. to K. B. third sq.
5. P. takes P.
6. K. B. to adv. Q. Kt. fourth square and checks
7. K. Kt. takes K. P.*
8. Q. Kt. takes Q. B.
9. K. takes K. B.
10. Q. P. two squares
11. K. to K. Kt. square
12. Q. to K. B. third square
13. Q. B. P. two squares
14. Q. Kt. P. one square †
15. Q. to K. B. square
16. Q. B. to Q. R. third square
17. Q. to K. B. second square.

* Instead of this move Black should take the B. and then play Q. P. two squares.

† This is a very bad move, K. R. P. one square is much better.

Seventh Game.

WHITE.

1. K. P. two squares
2. K. Kt. to K. B. third square
3. K. B. to Q. B. fourth square
4. Q. B. P. one square
5. K. Kt. to adv. K. Kt. fourth square *
6. Q. P. one square
7. K. R. P. two squares
8. P. takes P.
9. Q. to adv. K. R. fourth square, and wins in a few moves.

BLACK.

1. K. P. two squares
2. Q. Kt. to Q. B. third square
3. K. B. to Q. B. fourth square
4. K. Kt. to K. B. third square
5. K. castles
6. K. R. P. one square †
7. P. takes Kt. ‡
8. K. Kt. to K. R. second sq. §

Eighth Game. ||

1. K. P. two squares
2. K. Kt. to K. B. third sq.
3. K. Kt. takes K. P.

1. K. P. two squares
2. K. Kt. to K. B. third. sq. ¶
3. K. Kt. takes K. P.

* This is not a good move, the attack being premature.

† It would be better to play Q. P. one square.

‡ Black loses the game by this move, he ought to play Q. P. one square.

§ If instead of this move, he play Q. P. two squares, White should take it with K. B. and if Black take the B. with the Kt., White must play Q. to adv. K. R. fourth square, and will easily win.

|| This game is taken from Damiano's scarce and valuable Treatise.

¶ This is not a good move, he ought to play Q. Kt. to Q. B. third sq.

WHITE.

4. Q. to K. second square
5. Q. takes K. Kt.
6. Q. P. two squares
7. K. B. P. two squares
8. Q. Kt. to Q. B. third sq.
9. Kt. to adv. Q. fourth square
10. Q. P. takes P.
11. P. takes P.
12. K. B. to adv. Q. Kt. fourth square
13. Q. B. to K. third square †
14. Kt. takes Q. B. P. and checks
15. Kt. takes Q. and will win.

BLACK.

4. Q. to K. second square *
5. Q. P. one square
6. K. B. P. one square
7. Q. Kt. to Q. second square
8. Q. P. takes K. Kt.
9. Q. to Q. third square
10. P. takes P.
11. Q. to Q. B. third square, for if the Q. take the P., Black will lose the Q. R., and if the Kt. take it, White would play Q. B. to K. B. fourth square and win the Kt.
12. Q. to Q. B. fourth square
13. Q. takes K. B.
14. K. to Q. square.

Ninth Game.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. K. P. two squares 2. K. Kt. to K. B. third sq. 3. K. B. to Q. B. fourth sq. § | <ol style="list-style-type: none"> 1. K. P. two squares 2. Q. P. one square † 3. Q. B. to adv. K. Kt. fourth square |
|--|--|

* It is obvious that if he remove the K. Kt. he will lose his Q. by your playing K. Kt. to adv. Q. B. third square.

† Q. Kt. P. two squares would also win the Q.

‡ This is not so good a move as Q. Kt. to Q. B. third square, chiefly because it confines the K. B.

§ It would also be good play to move Q. P. two squares.

WHITE.

4. K. R. P. one square
5. Q. B. P. one square
6. Q. P. one square
7. Q. B. to K. third square
8. K. Kt. P. two squares
- 9. K. Kt. to K. R. fourth sq.
10. K. Kt. takes Q. B.
11. K. R. P. one square
12. K. B. to Q. Kt. third sq.
13. Q. R. P. two squares
14. K. R. P. one square
15. K. Kt. P. one square §
16. K. R. takes P.
17. K. R. to adv. K. R. square and checks ||
18. Q. to adv. K. R. fourth sq. and checks
19. K. Kt. P. one square
20. Q. to adv. K. R. second sq. and checks
21. Q. to adv. K. R. square and checkmates.

BLACK.

4. Q. B. to K. R. fourth sq.
5. K. Kt. to K. B. third sq.
6. K. B. to K. second square
7. K. castles *
8. Q. B. to K. Kt. third sq.
9. Q. B. P. one square †
10. K. R. P. takes K. Kt.
11. Q. Kt. P. two squares ‡
12. Q. R. P. two squares
13. Q. Kt. P. one square
14. P. takes K. R. P.
15. K. Kt. to adv. K. Kt. fourth square
16. K. Kt. takes Q. B.
17. K. takes K. R.
18. K. to K. Kt. square
19. K. R. to K. square ¶
20. K. to K. B. square.

* Castling is not a good move, it would be better to play Q. Kt. or take the K. Kt. with Q. B.

† Q. P. one square would be better.

‡ The object of the Black is to prevent the attack of the K. B. on the K. B. P.; this he might at once effect by playing Q. P. one square, instead of advancing Q. Kt. P. and Q. R. P. by which he loses a move at a critical moment.

§ This is a much better move than taking the P. with the P.

|| This and the succeeding moves are skilfully played, and as similar situations often occur, the reader will do well to study them attentively.

¶ If instead of this move Black were to check with the Kt. at your Q. B. second square, you ought neither to take it, nor move the K. to Q. second square, (because the Black might in either case retrieve his game,) you should play K. to his B. square.

F

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

WHITE.

1. *K. P. two squares*
2. *K. Kt. to K. B. third square*
3. *K. B. to Q. B. fourth sq.*
4. *K. R. P. one square*
5. *Q. takes Q. B.*
6. *Q. to Q. Kt. third square*
7. *K. B. takes K. B. P. and checks*
8. *Q. takes Q. Kt. P.*
9. *K. B. to adv. Q. fourth sq.*
10. *Q. to adv. Q. B. third sq. and checks*
11. *Q. takes Q. R. and will win.*

BLACK.

1. *K. P. two squares*
2. *Q. P. one square*
3. *Q. B. to adv. K. Kt. fourth square*
4. *Q. B. takes K. Kt.*
5. *K. Kt. to K. B. third sq.**
6. *K. Kt. takes K. P.*
7. *K. to Q. second square*
8. *K. Kt. to its fourth square†*
9. *Q. Kt. to Q. R. third sq.*
10. *K. to his second square.*

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE FIRST VARIATION.

- | | |
|-------------------------------------|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third sq.</i> | 2. <i>Q. P. one square</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>Q. B. to adv. K. Kt. fourth square</i> |
| 4. <i>K. R. P. one square</i> | 4. <i>Q. B. takes K. Kt.</i> |
| 5. <i>Q. takes Q. B.</i> | 5. <i>Q. to K. B. third square‡</i> |
| 6. <i>Q. to Q. Kt. third square</i> | 6. <i>Q. Kt. P. one square</i> |

* It would be much better to play the Q. to her second square.

† If he play the Q. Kt. to Q. B. third square, you should play K. B. to adv. Q. fourth square.

‡ Q. to her second square would be better, and afterwards Q. B. P. one square.

WHITE.

7. Q. Kt. to Q. B. third sq.
8. Q. Kt. to adv. Q. fourth sq.
9. Q. Kt. takes Q. Kt. P.
10. K. B. takes K. B. P. and checks
11. K. B. takes K. Kt.
12. P. takes P.
13. P. takes P. and checks
14. K. B. takes Q. and will win.

BLACK.

7. Q. B. P. one square
8. Q. to her square, as he would lose Q. R. were he to take the Kt.
9. Q. takes Q. Kt.
10. K. to Q. second square
11. Q. P. one square
12. Q. takes Q.
13. Q. Kt. takes P.

THIRD VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND VARIATION.

- | | |
|---|---------------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third sq. | 2. Q. P. one square |
| 3. K. B. to Q. B. fourth sq. | 3. Q. B. to adv. K. Kt. fourth square |
| 4. K. R. P. one square | 4. Q. B. takes K. Kt. |
| 5. Q. takes Q. B. | 5. Q. to K. B. third square |
| 6. Q. to Q. Kt. third square | 6. Q. Kt. P. one square |
| 7. Q. Kt. to Q. B. third square | 7. K. Kt. to K. second square |
| 8. Q. Kt. to adv. Q. Kt. fourth square | 8. Q. Kt. to Q. R. third sq. |
| 9. Q. to Q. R. fourth square | 9. Q. Kt. to Q. B. fourth sq. |
| 10. Q. Kt. takes Q. P. and checks † | 10. K. to Q. square. |
| 11. Q. to adv. K. square and checkmates.‡ | |

* It would be better to take the Q. as the Black loses a Pawn by this move.

† This is very well played, there are few who would not have preferred taking the Q. B. P. or removing the Q.

‡ This variation is very ingeniously played.

Tenth Game.

WHITE.

1. K. P. two squares
2. K. Kt. to K. B. third sq.
3. K. R. P. one square*
4. Q. B. P. one square
5. Q. to Q. R. fourth square
and checks
6. Q. takes K. Kt. and will win.

BLACK.

1. K. P. two squares
2. Q. P. one square
3. K. Kt. to K. B. third sq.
4. K. Kt. takes K. P.†
5. Q. B. P. one square.

VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. K. P. two squares 2. K. Kt. to K. B. third sq. 3. K. R. P. one square 4. Q. B. P. one square 5. Q. P. two squares 6. Q. P. one square 7. Q. to Q. R. fourth square
and checks 8. Q. P. takes Q. B. P. 9. P. takes Q. Kt. P. and
checks with the Q. 10. P. takes Q. R., becomes a Queen, and will win. | <ol style="list-style-type: none"> 1. K. P. two squares 2. Q. P. one square 3. K. Kt. to K. B. third square 4. Q. Kt. to Q. B. third square 5. K. Kt. takes K. P. 6. Q. Kt. to K. second square 7. Q. B. P. one square 8. K. Kt. to Q. B. fourth sq. 9. Kt. takes Q. |
|---|---|

* This is a bad move, you should have played Q. P. two squares, or K. B. to Q. B. fourth square.

† Evidently a bad move, as he loses the Kt. immediately; he should have played Q. B. P. one square.

Eleventh Game.

WHITE.

1. K. P. two squares
2. K. Kt. to K. B. third sq.
3. K. B. to Q. B. fourth sq.
4. K. castles †
5. K. B. takes K. B. P. and checks
6. K. Kt. to adv. K. Kt. fourth square and checks
7. K. Kt. takes Q. and will win.

BLACK.

1. K. P. two squares
2. Q. to K. B. third square *
3. Q. to K. Kt. third square †
4. Q. takes K. P.
5. K. takes K. B.
6. K. to his square.

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

- | | |
|---|-------------------------------------|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third square</i> | 2. <i>Q. to K. B. third square</i> |
| 3. <i>K. B. to Q. B. fourth square</i> | 3. <i>Q. to K. Kt. third square</i> |
| 4. <i>K. castles.</i> | 4. <i>Q. takes K. P.</i> |
| 5. <i>K. B. takes K. B. P. and checks</i> | 5. <i>K. to Q. square</i> |

* This is a bad move, he ought to play Q. Kt. to Q. B. third square.

† As the Q. now attacks two undefended Pawns, this would appear to many players a very good move; it will be seen, however, how dangerous it is to take the K. P.

‡ Instead of castling, you might play Q. P. one square, and if he take K. Kt. P. you will win the Queen, by taking K. B. P., then playing R. to K. Kt. square, and afterwards K. Kt. to adv. K. Kt. fourth square, or K. R. to K. Kt. third square.

WHITE.

6. K. Kt. takes K. P.
7. K. R. to K. square
8. R. checkmates at adv. K. square.

BLACK.

6. Q. takes K. Kt.
7. Q. to K. B. third square.

SECOND VARIATION,**BEGINNING AT THE FIFTH MOVE OF THE BLACK.**

- | | |
|--|--------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third square | 2. Q. to K. B. third square |
| 3. K. B. to Q. B. fourth square | 3. Q. to K. Kt. third square |
| 4. K. castles | 4. Q. takes K. P. |
| 5. K. B. takes K. B. P. and checks | 5. K. to K. second square |
| 6. K. R. to K. square | 6. Q. to adv. K. B. fourth sq. |
| 7. K. R. takes K. P. and checks | 7. K. takes B. |
| 8. Q. P. two squares | 8. Q. to K. B. third square |
| 9. K. Kt. to adv. K. Kt. fourth square and checks | 9. K. to K. Kt. third square |
| 10. Q. to her third square and checks | 10. K. to K. R. third square. |
| 11. K. Kt. to adv. K. B. second square, giving double check and checkmate. | |

THIRD VARIATION,**BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.**

- | | |
|---------------------------------|------------------------------|
| 1. K. P. two squares. | 1. K. P. two squares |
| 2. K. Kt. to K. B. third square | 2. Q. to K. B. third square |
| 3. K. B. to Q. B. fourth square | 3. Q. to K. Kt. third square |
| 4. K. castles | 4. Q. takes K. P. |

WHITE.

5. *K. B. takes K. B. P. and checks*

6. *K. Kt. takes K. P.*

7. *K. R. to K. square*

8. *K. B. to adv. K. Kt. third square*

9. *K. Kt. to adv. K. B. second square and checkmates.*

BLACK.

5. *K. to Q. square*

6. *K. Kt. to K. B. third sq.*

7. *Q. to K. B. fourth square*

8. *K. R. P. takes K. B. (Or A)*

(Or A)

9. *Kt. to adv. K. B. second sq. and checks*

10. *Kt. takes K. R. and checks with K. B.*

11. *R. takes Q. and checks*

12. *Kt. takes P.*

8. *Q. to K. third square*

9. *K. to his square*

10. *K. R. P. takes K. B.*

11. *P. takes R.*

FOURTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND VARIATION.

1. *K. P. two squares*

2. *K. Kt. to K. B. third square*

3. *K. B. to Q. B. fourth square*

4. *K. castles*

5. *K. B. takes K. B. P. and checks*

6. *K. R. to K. square*

7. *K. R. takes K. P. and checks*

8. *Q. P. two squares*

9. *K. B. to adv. K. R. fourth square and will win.*

1. *K. P. two squares*

2. *Q. to K. B. third square*

3. *Q. to K. Kt. third square*

4. *Q. takes K. P.*

5. *K. to K. second square*

6. *Q. to adv. K. B. fourth sq.*

7. *K. to K. B. third square*

8. *Q. to adv. K. Kt fourth sq.*

FIFTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND VARIATION.

- | | |
|---|---------------------------------------|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third square</i> | 2. <i>Q. to K. B. third square</i> |
| 3. <i>K. B. to Q. B. fourth square</i> | 3. <i>Q. to K. Kt. third square</i> |
| 4. <i>K. castles</i> | 4. <i>Q. takes K. P.</i> |
| 5. <i>K. B. takes K. B. P. and checks</i> | 5. <i>K. to K. second square</i> |
| 6. <i>K. R. to K. square</i> | 6. <i>Q. to adv. K. B. fourth sq.</i> |
| 7. <i>K. R. takes K. P. and checks</i> | 7. <i>K. to Q. third square</i> |
| 8. <i>R. to adv. Q. fourth square and checks</i> | 8. <i>K. to his second square *</i> |
| 9. <i>Q. to K. square and checks</i> | 9. <i>K. takes K. B.</i> |
| 10. <i>Q. P. two squares</i> | 10. <i>Q. to K. B. third square</i> |
| 11. <i>K. Kt. to adv. K. Kt. fourth square and checks</i> | 11. <i>K. to K. Kt. third square</i> |
| 12. <i>Q. to adv. K. square and checks</i> | 12. <i>K. to K. R. third square.</i> |
| 13. <i>K. Kt. to adv. K. B. second square and checkmates.</i> | |

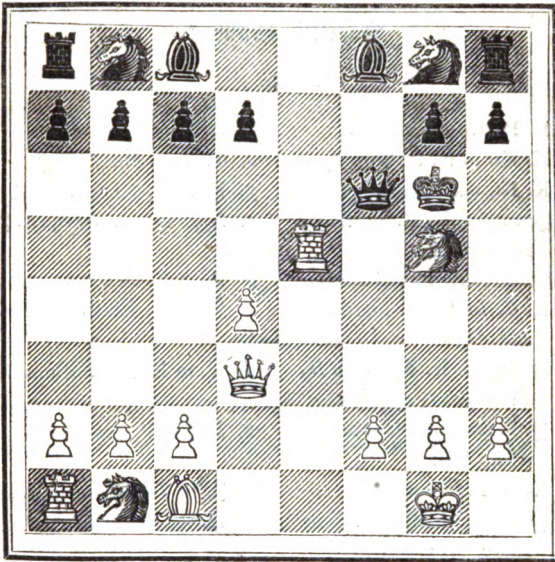
* If Black play K. to Q. B. third square, White may play as follows:—

- | | |
|--|--|
| 9. <i>K. Kt. to adv. K. fourth square and checks</i> | 9. <i>K. to Q. Kt. third square</i> |
| 10. <i>Q. P. two squares</i> | 10. <i>Q. to K. B. third square (Or A)</i>
(Or B) |
| 11. <i>Q. B. to adv. K. Kt. fourth sq.</i> | 11. <i>Must either take the B. or play Q. to K. B. fourth square, in both cases White plays Kt. to Q. B. fourth square and wins the Q.</i> |
| | (Or A) |
| 11. <i>Q. B. to adv. K. Kt. fourth sq.</i> | 10. <i>Q. to adv. K. R. fourth square</i> |
| 12. <i>Q. Kt. to Q. B. third square</i> | 11. <i>Q. to adv. K. fourth square</i> |
| | 12. <i>Loses the Queen.</i> |
| | (Or B) |
| 11. <i>Q. Kt. to Q. B. third square</i> | 10. <i>Q. to adv. K. fourth square</i> |
| 12. <i>Checkmates in three moves.</i> | 11. <i>Q. to adv. K. R. fourth square.</i> |

SIXTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE SECOND VARIATION.

Position of the Pieces.



WHITE.

BLACK.

- | | |
|---|--|
| <p>11. K. Kt. to adv. K. B. second sq. checking with the R.*</p> <p>12. Q. to K. Kt. third square and checkmates.</p> | <p>10. K. to K. R. fourth square</p> <p>11. K. to adv. K. Kt. fourth sq. (Or Δ).</p> |
|---|--|

* It would be better to play K. Kt. P. two squares, if Black take the P. or play K. to adv. K. R. fourth square, White will checkmate with Q. at K. R. third square, and if he play K. to K. R. third square, White will checkmate by playing the Kt. to adv. K. B. second square.

G

WHITE.

BLACK.

(Or A)

11. K. Kt. P. two squares.

12 R. takes P, checks, and will win.

Twelfth Game.*

- | | |
|---|-------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2 K. Kt. to K. B. third sq. | 2. K. B. P. one square † |
| 3. K Kt. takes K. P. | 3. K. B. P. takes K. Kt. ‡ |
| 4. Q. to adv. K. R. fourth sq.
and checks | 4. K. to his second square § |
| 5. Q. takes K. P. and checks | 5. K. to K. B. second square |
| 6. K. B. to Q. B. fourth sq.
and checks | 6. K to K. Kt. third square |
| 7. Q. to adv. K. B. fourth sq.
and checks | 7. K. to K. R. third square |
| 8. Q. P. two squares checking
with Q. B. | 8. K. Kt. P. two squares |
| 9. K. R. P. two squares | 9. K. to K. Kt. second square |
| 10. Q. to adv. K. B. second sq.
and checks | 10. K. to K. R. third square. |
| 11. K. R. P. takes P. and checkmates. | |

* This game is chiefly taken from Damiano's celebrated treatise, and is usually called "Damiano's Gomito."

† Instead of this move Black ought to play Q. Kt. to Q. B. third square, moving K. B. P. one square is no defence to the K. P. as the White may take it without danger.

‡ Black ought not to take the Kt. he should play Q. to K. second square, which would force you to remove the Kt. he would then take your K. P., your position would, however, be rather superior to his.

§ If he interpose K. Kt. P. he will lose K. R.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

WHITE.

1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*
3. *K. Kt. takes K. P.*
4. *Q. to adv. K. R. fourth sq.
and checks*
5. *Q. takes K. P. and checks*
6. *K. B. to Q. B. fourth square
and checks*
7. *K. B. takes P. and checks*
8. *K. R. P. two squares*
9. *K. B. takes Q. Kt. P.*
10. *Q. to adv. K. B. fourth square and checkmates.*

BLACK.

1. *K. P. two squares*
2. *K. B. P. one square*
3. *P. takes Kt.*
4. *K. to his second square*
5. *K. to K. B. second square*
6. *Q. P. two squares*
7. *K. to K. Kt. third square*
8. *K. R. P. one square*
9. *Q. B. takes K. B.*

SECOND VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*
2. *K. Kt. to K. B. third square*
3. *K. Kt. takes K. P.*
4. *Q. to adv. K. R. fourth sq.
and checks*
5. *Q. takes K. P. and checks*
6. *K. B. to Q. B. fourth square
and checks*
7. *K. B. takes P. and checks*
8. *K. R. P. two squares*
9. *K. B. takes Q. Kt. P.*
10. *Q. to adv. K. B. fourth sq.
and checks*

1. *K. P. two squares*
2. *K. B. P. one square*
3. *P. takes Kt.*
4. *K. to his second square*
5. *K. to K. B. second square*
6. *Q. P. two squares*
7. *K. to K. Kt. third square*
8. *K. R. P. two squares*
9. *Q. B. takes K. B.*
10. *K. to K. R. third square*

WHITE.

11. Q. P. two squares checking with Q. B.
12. Q. B. takes K. Kt. P. and checks
13. P. takes Q. and checks
14. Q. to adv. K. fourth square and checks
15. Q. takes R. and will win.

BLACK.

11. K. Kt. P. two squares
12. Q. takes Q. B.
13. K. to K. Kt. second square
14. K. to K. B. second square.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE FIRST VARIATION.

- | | |
|---|---------------------------------------|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third sq.</i> | 2. <i>K. B. P. one square</i> |
| 3. <i>K. Kt. takes K. P.</i> | 3. <i>P. takes Kt.</i> |
| 4. <i>Q. to adv. K. R. fourth sq. and checks</i> | 4. <i>K. to his second square</i> |
| 5. <i>Q. takes K. P. and checks</i> | 5. <i>K. to K. B. second square</i> |
| 6. <i>K. B. to Q. B. fourth square and checks</i> | 6. <i>Q. P. two squares</i> |
| 7. <i>K. B. takes P. and checks</i> | 7. <i>K. to K. Kt. third square</i> |
| 8. <i>K. R. P. two squares</i> | 8. <i>Q. to K. B. third square</i> |
| 9. <i>Q. to adv. K. square and checks</i> | 9. <i>K. to K. R. third square</i> |
| 10. <i>Q. P. two squares checking with Q. B.</i> | 10. <i>K. Kt. P. two squares</i> |
| 11. <i>K. R. P. takes P. and checks</i> | 11. <i>K. to K. Kt. second square</i> |
| 12. <i>P. takes Q. and checks</i> | 12. <i>K. Kt. takes P.</i> |
| 13. <i>Q. checkmates at adv. K. B. second square.</i> | |

FOURTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE FIRST VARIATION.

WHITE.

1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*
3. *K. Kt. takes K. P.*
4. *Q. to adv. K. R. fourth sq. and checks*
5. *Q. takes K. P. and checks*
6. *K. B. to Q. B. fourth sq. and checks*
7. *K. B. takes P. and checks*
8. *K. R. P. two squares*
9. *K. R. P. one square and checks*
10. *Q. P. two squares checking with Q. B.*
11. *Q. takes K. R.**
12. *K. B. takes K. Kt.*
13. *K. B. takes K. R. P.†*
14. *Q. to adv. K. B. third sq. and checks*
15. *Q. takes Q. and checkmates.*

BLACK.

1. *K. P. two squares*
2. *K. B. P. one square*
3. *K. B. P. takes Kt.*
4. *K. to K. second square*
5. *K. to K. B. second square*
6. *Q. P. two squares*
7. *K. to K. Kt. third square*
8. *K. B. to Q. third square*
9. *K. to K. R. third square*
10. *K. Kt. P. two squares*
11. *Q. B. P. one square*
12. *Q. to K. second square*
13. *Q. takes K. B.*
14. *Q. interposes.*

Thirteenth Game.

- | | |
|--|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third square</i> | 2. <i>Q. Kt. to Q. B. third square</i> |

* You will checkmate in three moves if you take the *P. en passant*.

† This is a well played move.

WHITE.

3. K. B. to Q. B. fourth sq.
4. K. Kt. to adv. K. Kt. fourth square
5. K. P. takes Q. P.
6. K. Kt. takes K. B. P.†
7. Q. to K. B. third square and checks
8. Q. Kt. to Q. B. third sq.
9. K. castles
10. K. R. to K. square
11. Q. P. two squares
12. K. R. takes P.
13. Q. Kt. takes K. Kt.
14. P. takes Kt. and checks
15. Q. to Q. R. third sq. and checks
16. Q. to her third square and checks
17. Q. Kt. P. two squares and checkmates.

BLACK.

3. K. Kt. to K. B. third sq.*
4. Q. P. two squares
5. K. Kt. takes K. P.
6. K. takes K. Kt.
7. K. to his third square
8. Q. Kt. to K. second square
9. Q. B. P. one square
10. Q. B. to Q. second square‡
11. K. to Q. third square
12. Q. Kt. to K. Kt. third sq.§
13. Q. Kt. takes K. R.
14. K. to Q. B. fourth square
(Or A) (Or B)
15. K. takes K. B.

* K. B. to Q. B. fourth square is a better move; few persons, however, know how to take advantage of this move.

† The sacrifice of this Kt. gives the White a strong attack; it is, nevertheless, bad play, as the Black with care can maintain his numerical superiority; Q. P. two squares is the proper move.

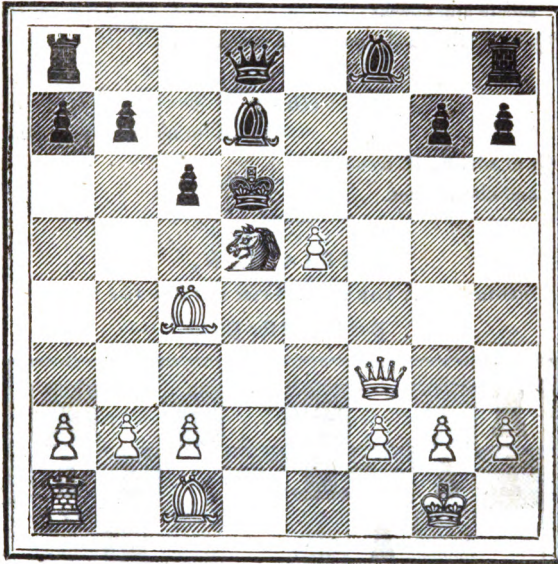
‡ Black loses the game by this move, he ought to have played Q. Kt. to K. Kt. third square.

§ Instead of this move Black may play as follow,

- | | |
|------------------------------|-------------------------------|
| | 12. K. to Q. B. second square |
| 13. K. B. takes Kt. | 13. Kt. takes B. |
| 14. Kt. takes Kt. and checks | 14. P. takes Kt. |
| 15. R. takes P. &c. | |

White has much the best of the game.

(Or A)

Position of the Pieces.**WHITE.**

15. Q. to K. B. fourth square and checks
16. Kt. to adv. Q. B. second sq. and checks
17. Q. to adv. K. Kt. fourth square and checks
18. Q. B. to K. B. fourth square and checkmates.

BLACK.

14. K. takes P.
15. K. to his third square
16. K. to K. second square
17. K. to Q. third square

(Or B)

See the preceding Diagram.

WHITE.

BLACK.

15. Kt. to adv. Q. B. second square and checks
 16. Q. to K. B. fourth square and checkmates.
14. K. to his third square
 15. K. takes P. (Or C).

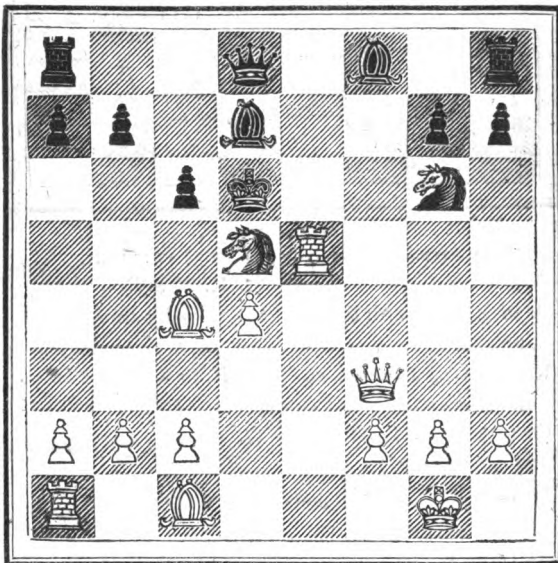
(Or C)

15. K. to his second square.
 16. Q. to adv. K. B. second sq. and checkmates.

VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE.

14. R. takes P. and checks
15. Q. B. to K. B. fourth sq.
and checks
16. Q. takes Kt. and checks
17. K. B. to adv. K. Kt. fourth
square
18. Q. takes Q. and checks
19. R. takes B., checks, and will win.

BLACK.

13. P. takes Kt.
14. K. to Q. B. second square
15. Kt. takes Q. B.
16. K. to Q. B. square *
17. Q. to Q. B. second square
18. K. takes Q.

DEFENCE.

Fourteenth Game.

BLACK HAVING THE FIRST MOVE.

BLACK.

1. K. P. two squares
2. K. Kt. to K. B. third sq.
3. K. B. to Q. B. fourth sq.
4. K. castles
5. K. R. to K. square ‡
6. Q. B. P. one square
7. Q. P. two squares ||
8. K. P. one square ¶

WHITE.

1. K. P. two squares
2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.
4. K. Kt. to K. B. third sq. †
5. K. castles
6. Q. to K. second square §
7. K. P. takes Q. P.
8. K. Kt. to adv. K. Kt. fourth
square

* If Black play K. to Q. B. third, or to Q. Kt. third square, you ought still to play K. B. to adv. Q. Kt. fourth square. ♞

† It would also be good play to move Q. P. one square, or K. B. to Q. Kt. third square.

‡ If instead of this move Black play K. Kt. to adv. K. Kt. fourth square, you must not play Q. P. two squares, you ought to castle.

§ Q. P. one square is a better move.

|| It would be better to play this P. one square.

¶ This is not so good a move as taking the P. with the P.

H

BLACK.

9. P. takes P.
10. K. Kt. takes Q. Kt.
11. K. Kt. to K. B. third sq.
(Or A)
12. K. to K. R. square
13. R. or Kt. takes Q.

WHITE.

9. Q. Kt. takes P.
10. Q. to adv. K. R. fourth sq.
11. Q. takes K. B. P. and checks
12. Q. to adv. K. Kt. square and checks
13. K. Kt. to adv. K. B. second square and checkmates.

(Or A)

11. K. R. P. one square
12. Q. any where.

11. K. Kt. takes K. B. P.*
12. K. B. takes Kt. and will win.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. K. P. two squares 2. K. Kt. to K. B. third square 3. K. B. to Q. B. fourth sq. 4. K. castles 5. K. R. to K. square 6. Q. B. P. one square 7. Q. P. two squares 8. K. P. one square 9. Q. B. to adv. K. Kt. fourth square | <ol style="list-style-type: none"> 1. K. P. two squares 2. Q. Kt. to Q. B. third square 3. K. B. to Q. B. fourth sq. 4. K. Kt. to K. B. third sq. 5. K. castles 6. K. R. to K. square † 7. K. P. takes Q. P. 8. K. Kt. to adv. K. Kt. fourth square 9. K. Kt. takes K. B. P. ‡ |
|---|---|

* Instead of taking the P. with the Kt. you might take it with the Q. and then take Q. Kt. with K. B.

† It would be better to play Q. P. one square.

‡ If you had played K. B. or Q. Kt. to K. second square, you would have the worst of the game.

BLACK.

10. Q. B. takes Q.*
11. K. R. takes K. Kt.
12. K. to K. B. square
13. Q. Kt. to Q. second square
14. R. takes Q.

WHITE.

10. K. Kt. takes Q.
11. P. takes Q. B. P. and checks with K. B.
12. P. takes Q. Kt. P.
13. P. takes Q. R. and becomes a Q.
14. Q. Kt. takes Q. B. and will win.

SECOND VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK.

1. K. P. two squares
2. K. Kt. to K. B. third square
3. K. B. to Q. B. fourth sq.
4. K. castles
5. K. R. to K. square
6. Q. B. P. one square
7. Q. P. two squares
8. K. P. one square
9. P. takes P.
10. K. Kt. takes Q. Kt.
11. Q. B. to K. third square
12. K. to K. B. square
13. K. to his second square
14. K. R. to K. Kt. square

1. K. P. two squares
2. Q. Kt. to Q. B. third square
3. K. B. to Q. B. fourth square
4. K. Kt. to K. B. third square
5. K. castles
6. Q. to K. second square
7. K. P. takes Q. P.
8. K. Kt. to adv. K. Kt. fourth square
9. Q. Kt. takes P.
10. Q. to adv. K. R. fourth sq.
11. Q. takes K. R. P. and checks
12. Q. to adv. K. R. square and checks
13. Q. takes K. Kt. P.
14. K. Kt. takes Q. B.

* There are two variations on this move.

BLACK.

15. K. takes K. Kt.
16. K. takes B.
17. K. to Q. B. third square
18. B. interposes.

WHITE.

15. B. takes Kt. and checks
16. Q. takes K.B.P. and checks
17. Q. to adv. K. third square and checks
18. Q. takes P. and checks

White will win with his Pawns.

THIRD VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

- | | |
|---|---|
| <ol style="list-style-type: none"> 1. <i>K. P. two squares</i> 2. <i>K. Kt. to K. B. third sq.</i> 3. <i>K. B. to Q. B. fourth sq.</i> 4. <i>K. castles</i> 5. <i>K. R. to K. square</i> 6. <i>Q. B. P. one square</i> 7. <i>Q. P. two squares</i> 8. <i>K. P. one square</i> 9. <i>Q. B. to adv. K. Kt. fourth square</i> 10. <i>K. takes K. Kt.</i> 11. <i>K. to K. B. square</i> 12. <i>Q. Kt. to Q. B. third square</i> 13. <i>Q. takes Q.</i> | <ol style="list-style-type: none"> 1. <i>K. P. two squares</i> 2. <i>Q. Kt. to Q. B. third sq.</i> 3. <i>K. B. to Q. B. fourth square</i> 4. <i>K. Kt. to K. B. third sq.</i> 5. <i>K. castles</i> 6. <i>K. R. to K. square</i> 7. <i>K. P. takes Q. P.</i> 8. <i>K. Kt. to adv. K. Kt. fourth square</i> 9. <i>K. Kt. takes K. B. P.</i> 10. <i>P. takes Q. B. P. and checks with K. B.</i> 11. <i>P. takes Q. Kt. P.</i> 12. <i>P. takes Q. R. and becomes a Q.</i> 13. <i>K. B. to K. second square and will win.</i> |
|---|---|

FOURTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

BLACK.

1. *K. P. two squares*
2. *K. Kt. to K. B. third square*
3. *K. B. to Q. B. fourth sq.*
4. *K. castles*
5. *K. R. to K. square*
6. *Q. B. P. one square*
7. *Q. P. two squares*
8. *K. P. one square*
9. *Q. B. to adv. K. Kt. fourth square*
10. *Q. to Q. Kt. third square*
11. *Q. B. takes Q.**
12. *Q. takes the P. at her Kt. second square †*
13. *K. to K. B. square*
14. *Q. B. takes Q. B. P.*

WHITE.

1. *K. P. two squares*
2. *Q. Kt. to Q. B. third sq.*
3. *K. B. to Q. B. fourth sq.*
4. *K. Kt. to K. B. third sq.*
5. *K. castles*
6. *K. R. to K. square*
7. *K. P. takes Q. P.*
8. *K. Kt. to adv. K. Kt. fourth square*
9. *K. Kt. takes K. B. P.*
10. *P. takes Q. B. P.*
11. *P. takes Q. Kt. P.*
12. *K. Kt. to adv. Q. third sq. checking with K. B.*
13. *K. Kt. takes Q.*
14. *K. Kt. takes K. B.*

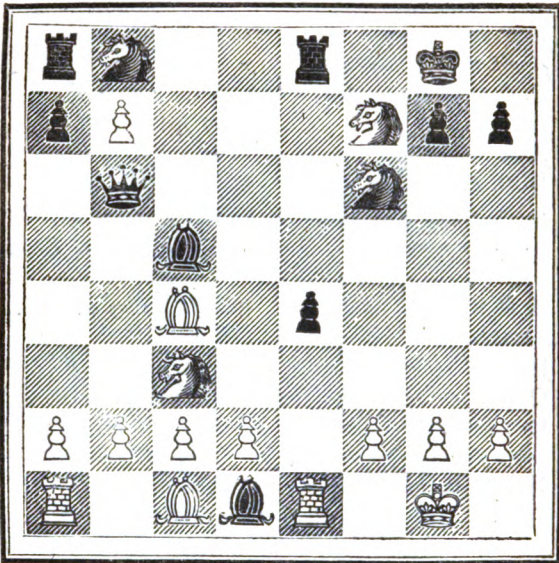
* In the sixth variation the Q. Kt. takes the Pawn.

† In the fifth variation the Black plays Q. Kt. to Q. B. third square.

FIFTH VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE FOURTH VARIATION.

Position of the Pieces.



BLACK.

12. Q. Kt. to Q. B. third sq.
13. K. to K. B. square
14. R. takes K. Kt.
15. Kt. takes Q.

WHITE.

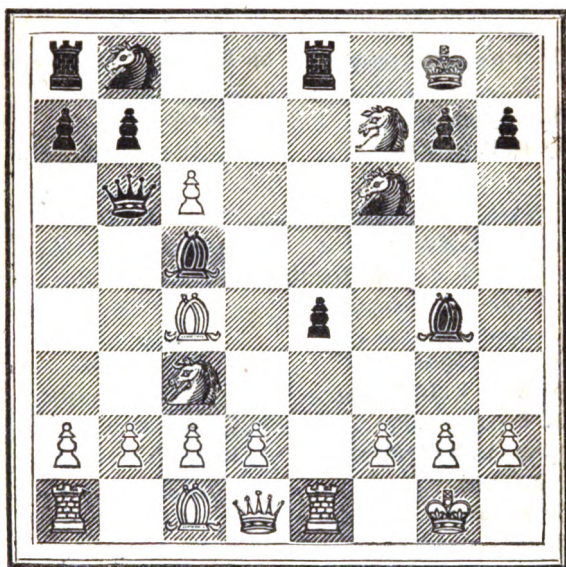
12. K. Kt. to adv. Q. square and checks with K. B.
13. P. takes Q. R. P. and becomes a Q.
14. Q. takes R. and checks
15. Kt. takes Q. B. and will win.*

* Notwithstanding Greco's assertion, I think it at least doubtful whether the White have the best of the game.

SIXTH VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE FOURTH VARIATION.

Position of the Pieces.



BLACK.

11. Q. Kt. takes P.

12. K. to K. R. square

13. K. to K. Kt. square

square, checks, and will draw the game by a perpetual check, unless the Black King move differently.*

WHITE.

11. Kt. to adv. K. R. third sq.
and checks12. Kt. to adv. K. B. second
square and checks

13. Kt. to adv. K. R. third

* It appears then that the White has not the best of the game since he can only draw it; this arises from his having played K. R. to K. square on the sixth move, thus confining the Queen.

BLACK.

14. K. to K. B. square*
15. Kt. takes Kt.
16. K. B. takes K. B. P. and checks
17. K. B. takes K. R.
18. K. to his second square
19. K. to Q. square
20. Q. R. P. takes Kt.

WHITE.

14. Kt. takes Q. B.
15. Q. takes Kt.
16. K. to K. B. square
17. Q. to adv. K. B. fourth sq. and checks
18. Kt. to adv. Q. fourth square and checks
19. Kt. takes Q.
20. K. takes K. B. and will win.

Fifteenth Game.

- | | |
|---|---|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third sq. | 2. K. B. P. two squares † |
| 3. K. Kt. takes K. P. | 3. Q. to K. second square |
| 4. Q. to adv. K. R. fourth sq. and checks ‡ | 4. K. Kt. P. one square |
| 5. K. Kt. takes K. Kt. P. | 5. Q. takes K. P. and checks |
| 6. K. to Q. square (Or A) | 6. K. Kt. to K. B. third sq. |
| 7. Q. to K. R. third square | 7. K. R. P. takes K. Kt. |
| 8. Q. takes K. B. | 8. K. Kt. to adv. K. Kt. fourth square |
| 9. Q. to K. R. fourth square § | 9. K. Kt. to adv. K. third sq. and checks |

* He ought to play the K. to his R. square, and suffer the game to be drawn.

† This move of Greco's is original and ingenious ; it is not, however, so good as Q. Kt. to Q. B. third square.

‡ It would be better to play Q. P. two squares.

§ Instead of this move he might play Q. P. one square. (See the third variation.)

BLACK.

10. Q. P. takes K. Kt.

WHITE.

10. Q. takes Q. and will win.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

- | | |
|--|---|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third square | 2. K. B. P. two squares |
| 3. K. Kt. takes K. P. | 3. Q. to K. second square |
| 4. Q. to adv. K. R. fourth sq.
and checks | 4. K. Kt. P. one square |
| 5. K. Kt. takes K. Kt. P. | 5. Q. takes K. P. and checks |
| 6. K. B. to K. second square | 6. K. Kt. to K. B. third sq. |
| 7. Q. to K. R. fourth square | 7. Q. takes K. Kt. P. |
| 8. Kt. takes K. R. | 8. Q. takes K. R. and checks |
| 9. K. B. to its square | 9. Q. to adv. K. fourth square
and checks |
| 10. Q. takes Q. | 10. P. takes Q. |
| 11. K. B. to Q. B. fourth sq.* | 11. Q. P. two squares |
| 12. K. B. to adv. Q. Kt. fourth
square and checks | 12. Q. B. P. one square |
| 13. K. B. to K. second square. | 13. K. B. to K. Kt. second sq.
and will win. |

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE FIRST VARIATION.

- | | |
|---------------------------------|-------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third square | 2. K. B. P. two squares |

* This is one of the worst moves the Black can play, as the White by advancing Q. P. two squares forces the B. to remove, and at the same time releases his own Q. B.

BLACK.

3. *K. Kt. takes K. P.*
4. *Q. to adv. K. R. fourth sq. and checks*
5. *K. Kt. takes K. Kt. P.*
6. *K. B. to K. second square*
7. *Q. to K. R. third square*
8. *Q. takes K. R.*
9. *K. R. to K. B. square*
10. *K. B. to Q. B. fourth sq. and checks **
11. *K. B. to K. second square*
12. *Q. B. P. one square*
13. *Q. P. two squares †*
14. *P. takes Q. Kt.*
15. *Q. B. to Q. second square*
16. *Kt. takes K. B.*

WHITE.

3. *Q. to K. second square*
4. *K. Kt. P. one square*
5. *Q. takes K. P. and checks*
6. *K. Kt. to K. B. third sq.*
7. *K. R. P. takes K. Kt.*
8. *Q. takes K. Kt. P.*
9. *K. to K. B. second square*
10. *Q. P. two squares*
11. *Q. Kt. to Q. B. third sq.*
12. *Q. B. to Q. second square*
13. *Q. Kt. takes Q. P.*
14. *K. B. to adv. Q. Kt. fourth square and checks*
15. *K. B. takes Q. B. and checks*
16. *R. takes Q. and will win.*

THIRD VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

- | | |
|--|-------------------------------------|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. Kt. to K. B. third sq.</i> | 2. <i>K. B. P. two squares</i> |
| 3. <i>K. Kt. takes K. P.</i> | 3. <i>Q. to K. second square</i> |
| 4. <i>Q. to adv. K. R. fourth sq. and checks</i> | 4. <i>K. Kt. P. one square</i> |
| 5. <i>K. Kt. takes K. Kt. P.</i> | 5. <i>Q. takes K. P. and checks</i> |

* This is extremely ill played, there is scarcely a worse move on the board.

† Instead of this move Black ought to play the *Q. to K. R. fourth sq.*

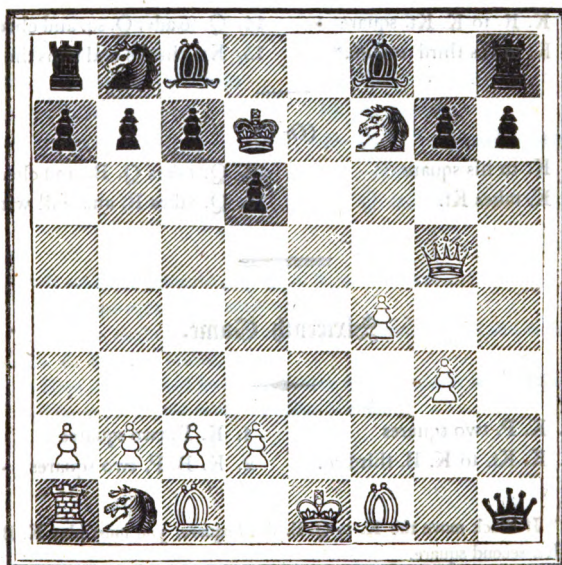
BLACK.

6. *K. to Q. square*
7. *Q. to K. R. third square*
8. *Q. takes K. R.*
9. *Q. P. one square*
10. *K. to Q. second square*
11. *K. B. to K. second square*
(Or A) (Or B)
12. *K. to Q. B. third square*
(Or C).

WHITE.

6. *K. Kt. to K. B. third square*
7. *K. R. P. takes K. Kt.*
8. *K. Kt. to adv. K. Kt. fourth square*
9. *K. Kt. takes K. B. P. and checks*
10. *Q. to adv. K. Kt. fourth sq.*
11. *Q. to adv. K. B. fourth sq. and checks*
12. *Q. to adv. Q. Kt. fourth sq. and checkmates.*

(Or A)

Position of the Pieces.

BLACK.

11. R. to K. Kt. square
12. K. to his third square
13. K. to Q. fourth square.

WHITE.

11. Q. to adv. Q. square and checks
12. Kt. to adv. K. Kt. fourth square and checks
13. Q. takes Q. B. and will win.

*(Or B)**See the preceding Diagram.*

- | | |
|--|----------------------------------|
| 11. Q. to adv. K. fourth square and checks | 11. K. to K. B. second square |
| 12. Q. to adv. Q. fourth square and checks | 12. K. to K. Kt. second square |
| 13. Q. to adv. K. fourth square and checks | 13. K. to K. R. second square |
| 14. K. R. to K. Kt. square | 14. Q. to adv. Q. sq. and checks |
| 15. K. to his third square.* | 15. Kt. checks and wins the Q. |

(Or C)

- | | |
|----------------------|-------------------------------|
| 12. K. to his square | 12. Q. takes Q. B. and checks |
| 13. K. takes Kt. | 13. Q. takes R. and will win. |

Sixteenth Game.

- | | |
|------------------------------|-------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. Kt. to K. B. third sq. | 2. K. B. P. two squares |

* If Black move the K. to Q. B. third square, you must play K. B. to K. Kt. second square.

BLACK.

3. K. P. takes P.
4. K. Kt. to adv. K. fourth square
5. K. Kt. P. two squares
6. K. Kt. to Q. B. fourth sq.
7. K. B. to K. Kt. second sq.
8. K. Kt. to K. third square ‡
9. K. Kt. to Q. B. fourth sq.
10. K. Kt. to Q. R. third sq. §
11. Q. P. one square
12. P. takes P.
13. Q. Kt. to Q. second square
14. Q. B. P. one square ||
15. Kt. takes K. Kt.
16. Q. B. interposes
17. Kt. takes B.
18. K. R. to K. Kt. square
19. Q. takes P.
20. R. takes Q. B.
21. K. to K. B. square.

WHITE.

3. K. P. one square
4. K. Kt. to K. B. third sq.
5. Q. P. one square *
6. K. R. P. one square †
7. Q. P. one square
8. Q. P. one square
9. Q. Kt. P. two squares
10. Q. R. P. one square
11. Q. B. to Q. Kt. second sq.
12. K. Kt. takes P.
13. K. B. to adv. Q. Kt. fourth square
14. P. takes Q. B. P.
15. P. takes Q. Kt. P. and checks with K. B.
16. B. takes B. and checks
17. B. takes B.
18. P. takes Q. R.
19. K. castles
20. Q. to K. second square and checks
21. Q. takes Kt. and will win.

* It would be better to play Q. to K. second square.

† Q. P. one square is a better move.

‡ The Kt. ought to be played to adv. K. fourth square, and afterwards to adv. K. Kt. third square, &c.

§ Here also it would be better to play the Kt. to adv. K. fourth square.

|| This is not a good move, he ought to castle.

Sebenteenth Game.

WHITE.

1. K. P. two squares
2. K. B. to Q. B. fourth sq.
3. Q. to adv. K. R. fourth square *
4. Q. Kt. to Q. B. third sq.
5. K. Kt. to K. B. third sq.
6. Q. takes K. P.
7. K. takes K. B. (Or A)

BLACK.

1. K. P. two squares
2. K. B. to Q. B. fourth sq.
3. Q. to K. second square
4. Q. B. P. one square †
5. K. Kt. to K. B. third sq. ‡
6. K. B. takes K. B. P. and checks
7. K. Kt. to adv. K. Kt. fourth sq., checks, and wins the Q.

(Or A)

- | | |
|--------------------------|--|
| 7. K. to K. B. square | 7. Q. takes Q. |
| 8. K. Kt. takes Q. | 8. K. B. to adv. Q. fourth sq. |
| 9. K. Kt. takes K. B. P. | 9. Q. P. two squares |
| 10. K. Kt. takes K. R. | 10. P. takes K. B. and afterwards playing the K. to his Kt. square will gain the Kt. and the game. |

* This move is frequently played ; it is, however, not a good one : Q. B. P. one square, or Q. to K. second square, is much better.

† It would be also good play to move K. Kt. to K. B. third square.

‡ Q. P. one square is a better move.

Eighteenth Game.

WHITE.

1. K. P. two squares
2. K. B. to Q. B. fourth sq.
3. K. B. P. two squares †
4. K. Kt. to K. B. third sq.
5. K. castles
6. Q. P. two squares
7. K. R. to K. square
8. Q. Kt. to Q. B. third square
9. K. B. to adv. Q. fourth sq.
10. K. B. takes K. Kt.
11. K. B. takes P. at adv. K. B. fourth sq. and checks with the R.
12. Q. Kt. to K. fourth sq. ¶
13. K. Kt. P. one square
14. Kt. to adv. Q. third square
15. K. Kt. to adv. K. fourth sq.
16. Q. to adv. K. R. fourth sq.

BLACK.

1. K. P. two squares
2. K. Kt. to K. B. third sq.*
3. K. Kt. takes K. P.
4. K. P. takes K. B. P.
5. K. B. to Q. B. fourth sq. and checks ‡
6. K. B. to Q. Kt. third sq.§
7. K. B. P. two squares ||
8. Q. to K. second square
9. Q. B. P. one square
10. Q. to K. B. third square
11. K. to Q. square
12. Q. to K. R. third square **
13. Q. Kt. to Q. R. third sq.
14. Q. takes Q. Kt.
15. Q. to K. B. third square
16. K. Kt. P. one square

* It is much better to play K. B. to Q. B. fourth square.

† K. Kt. to K. B. third square is preferable.

‡ It is surprising that so skillful a player as Greco should so frequently direct this check to be given, when the advance of the Q. P. forces the Bishop to remove immediately.*

§ It would be better to play the B. to K. second square.

|| If, instead of this move, Black were to play Q. P. two squares, White should take it with K. B. and then play Q. Kt. to Q. B. third square.

¶ This is not a good move, as Black can take the K. B.

** Black ought unquestionably to take the K. B.

WHITE.

17. K. B. takes K. Kt. P.
18. Q. takes K. R. and checks
19. Kt. to adv. K. B. second sq.
and checks
20. Q. B. takes P. and checks
21. Q. B. takes P. and checks
22. R. to adv. K. second square and checkmates.*

BLACK.

17. K. R. P. takes K. B.
18. Q. takes Q.
19. K. to Q. B. second square
20. Q. P. one square
21. K. to Q. second square.

Nineteenth Game.**BLACK MOVING FIRST.****BLACK.**

1. K. P. two squares
2. K. B. to Q. B. fourth sq.
3. Q. Kt. to Q. B. third sq.†
4. Q. to K. B. third square
5. K. B. to Q. Kt. third sq.
6. Q. Kt. to Q. R. fourth sq.
7. Q. P. one square
8. K. Kt. to K. second square
9. K. Kt. to its third square.

WHITE.

1. K. P. two squares
2. K. Kt. to K. B. third sq.†
3. Q. B. P. one square
4. Q. Kt. P. two squares §
5. Q. Kt. P. one square
6. Q. P. two squares
7. K. R. P. one square
8. Q. P. one square
9. Q. B. to adv. K. Kt. fourth
square, will gain the Q.
and the game. ||

* The last few moves of the White are good, but the rest of the game is very ill played.

† This is not so good a move as K. B. to Q. B. fourth square.

‡ This is not the proper move, he ought to play K. Kt. to K. B. third square, or Q. P. two squares.

§ It is almost always bad play to advance the Kt. P. or R. P. in the early part of the game.

|| There is not much to be learned from this game or the variation, both are extremely ill played.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

BLACK.

1. *K. P. two squares*
2. *K. B. to Q. B. fourth square*
3. *Q. Kt. to Q. B. third square*
4. *Q. to K. B. third square*
5. *K. B. to Q. Kt. third sq.*
6. *Q. Kt. to Q. R. fourth sq.*
7. *P. takes P.*
8. *K. Kt. to K. second square*
9. *K. Kt. to its third square*
10. *Q. to K. third square*
11. *Q. to Q. third square.*

WHITE.

1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*
3. *Q. B. P. one square*
4. *Q. Kt. P. two squares*
5. *Q. Kt. P. one square*
6. *Q. P. two squares*
7. *P. takes P.*
8. *Q. to Q. R. fourth square*
9. *Q. B. to adv. K. Kt. fourth square*
10. *Q. P. one square*
11. *Q. B. to Q. second sq. will gain the Q. Kt. and the game.*

Twentieth Game.

1. *K. P. two squares*
2. *K. B. to Q. B. fourth sq.*
3. *K. B. takes K. Kt.*
4. *Q. to adv. K. R. fourth sq. and checks*
5. *Q. takes K. R. P.*
6. *Q. to adv. K. R. square †*

1. *K. P. two squares*
2. *K. B. P. two squares **
3. *K. R. takes K. B.*
4. *K. Kt. P. one square*
5. *K. R. to K. Kt. second sq.*
6. *Q. to K. Kt. fourth square*

* *K. B. to Q. B. fourth square is a much better move.*

† *Q. to K. R. third square is preferable.*

K

BLACK.

7. Q. to K. R. third square
8. Q. Kt. to Q. B. third sq.
9. Q. to K. third square
10. K. Kt. to K. R. third sq.*
11. Q. Kt. takes P.
12. Q. B. P. one square
13. Q. B. P. one square †
14. Q. to Q. B. third square
15. K. castles.

WHITE.

7. P. takes P.
8. Q. to K. B. fourth square
9. R. to K. B. second square
10. Q. P. two squares †
11. Q. Kt. to Q. B. third sq.
12. Q. B. to K. third square
13. Q. Kt. to adv. Q. fourth sq.
14. Q. to adv. K. Kt. fourth sq.
15. Kt. to adv. K. second sq.,
checks, and wins the Q.

Twenty-first Game.

WHITE.

1. K. P. two squares
2. K. B. to Q. B. fourth sq.
3. Q. to K. second square
4. Q. B. P. one square
5. K. B. P. two squares
6. K. Kt. to K. B. third sq. ||

BLACK.

1. K. P. two squares
2. K. B. to Q. B. fourth sq.
3. Q. P. one square
4. Q. Kt. to Q. B. third sq.
5. K. P. takes P. §
6. K. Kt. P. two squares ¶

* Instead of this move, Black ought to take the P. with the Kt.

† This and the succeeding moves are very skilfully played.

‡ If he were to play the Kt. to Q. Kt. fourth square, you must take it with the B. and then play Q. Kt. to adv. Q. fourth square.

§ It would be better to take the K. Kt.

|| Q. P. two squares would be rather better.

¶ This is not a good move, the P. cannot be defended with safety, he ought to play Q. Kt. to K. fourth square.

WHITE.

7. K. R. P. two squares
8. K. Kt. to adv. K. Kt. fourth square
9. Q. P. two squares
10. Q. B. takes P.
11. K. R. to K. B. square
12. Q. Kt. to Q. second square *
13. Q. B. takes P.
14. Q. to K. third square
15. K. B. to adv. K. B. second square and checks
16. Q. to K. B. fourth square
17. Q. takes P. and checks
18. Q. B. takes K. Kt. and checks
19. Q. takes Q. and will win.

BLACK.

7. K. Kt. P. one square
8. K. Kt. to K. R. third sq.
9. K. B. to Q. Kt. third sq.
10. Q. to K. second square
11. K. B. P. one square
12. P. takes K. Kt.
13. Q. to K. Kt. second square
14. K. Kt. to its square
15. K. to Q. second square
16. K. Kt. to K. second square †
17. K. to Q. square
18. Q. Kt. takes B.

* Your position is so good that it is better to sacrifice the K. Kt. than play it to K. R. third square.

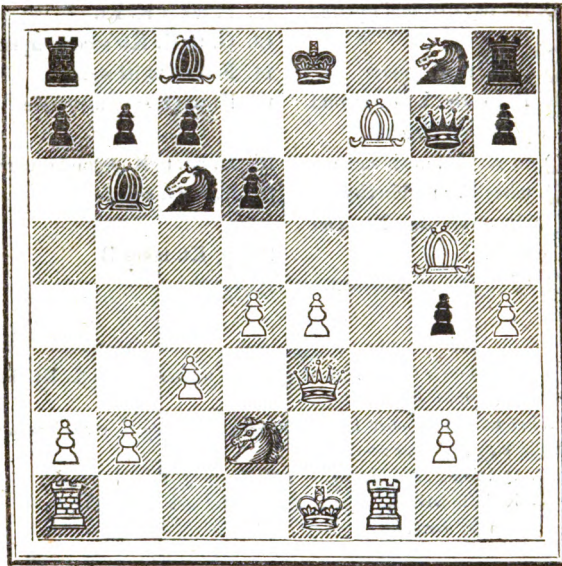
† If instead of this move he were to play Q. Kt. to K. second square, you should play as follows :—

- | | |
|--|-------------------------------|
| 17. Q. takes P. and checks | 17. K. to Q. B. third square. |
| 18. K. B. to adv. K. square, checks, and will checkmate the next move. | |

FIRST VARIATION,

BEGINNING AT THE FIFTEENTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE

BLACK.

- | | |
|--|-------------------------------|
| 16. K. B. to adv. K. R. fourth sq. and checks with K. R. | 15. K. to K. B. square |
| 17. Q. B. to adv. K. R. third square | 16. K. Kt. to K. B. third sq. |
| 18. Q. takes Q., checks, and will win. | 17. Q. takes Q. B. |

SECOND VARIATION,

BEGINNING AT THE FIFTEENTH MOVE OF THE BLACK.

See the preceding Diagram.

WHITE.	BLACK.
16. R. takes Q.	15. Q. takes K. B.
17. Q. to K. B. fourth square and checks	16. K. takes R.
18. K. castles	17. K. to K. Kt. second square
19. R. to K. B. square	18. Q. B. to Q. second square*
20. Q. to adv. K. B. square and checks †	19. Q. B. to K. square
21. R. to adv. K. B. third sq. and checks	20. K. to K. Kt. third square
22. R. to adv. K. R. third sq. and checks	21. K. to K. R. fourth square ‡
23. Q. takes Kt. and checkmates.	22. Kt. takes R.

Twenty-second Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. to Q. B. fourth sq.	2. K. B. to Q. B. fourth sq.

* If the Black attack the Q. B. with K. R. P. you should play as follows:—

19. R. to K. B. square	19. P. takes B.
20. Q. takes P. and checks	20. K. to K. R. second square
21. R. checkmates.	

† The checkmate may be given one move sooner, by checking with the B. at adv. K. R. third square; if he does not take the B. he will be checkmated the next move, and if he take it, he will be checkmated in two moves.

‡ If the Kt. take the R. White will checkmate at adv. K. R. third sq.

WHITE.

3. Q. to K. second square
4. K. B. P. two squares
5. K. R. takes K. B.
6. Q. P. two squares
7. K. Kt. P. one square
8. R. takes P.
9. Q. Kt. to Q. B. third sq.
10. K. B. takes K. B. P. and checks
11. Q. B. to adv. K. Kt. fourth square
12. Q. to K. B. third sq. and checks
13. Q. B. takes Q.
14. Q. to adv. K. B. fourth sq. and checks
15. Q. to adv. K. Kt. fourth square and checkmates.

BLACK.

3. Q. to K. second square
4. K. B. takes K. Kt.
5. K. P. takes P.*
6. Q. to adv. K. R. fourth sq. and checks †
7. P. takes P.
8. K. Kt. to K. B. third sq.
9. K. Kt. to K. R. fourth sq.
10. K. takes K. B.
11. K. Kt. takes K. R.
12. K. to his Kt. third square
13. K. Kt. to K. R. fourth square
14. K. to his R. third square.

FIRST VARIATION,**BEGINNING AT THE FOURTH MOVE OF THE BLACK.**

- | | |
|------------------------------|------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. to Q. B. fourth sq. | 2. K. B. to Q. B. fourth sq. |
| 3. Q. to K. second square | 3. Q. to K. second square |
| 4. K. B. P. two squares | 4. K. P. takes P. ‡ |

* Q. P. one square is a better move.

† This is not well played, he should move Q. P.

‡ It is better to take the K. Kt. and then play Q. P. one square.

WHITE.

5. K. Kt. to K. B. third sq.
6. K. R. P. two squares
7. K. R. P. takes P.
8. Q. Kt. to Q. B. third sq.†
9. Q. P. two squares
10. K. Kt. to K. R. fourth sq.
11. K. Kt. to adv. K. B. fourth square
12. P. takes K. B.
13. Q. B. takes P.
14. K. to his B. second square
15. K. B. to Q. Kt. third sq.
16. K. Kt. to adv. Q. third sq. and checks
17. Q. takes K. Kt. P.
18. Kt. to adv. K. B. second sq. and checks
19. Q. to adv. K. R. fourth square
20. K. to his B. third square
21. K. to his second square

BLACK.

5. K. Kt. P. two squares *
6. K. B. P. one square
7. P. takes P.
8. Q. B. P. one square ‡
9. P. to adv. K. Kt. fourth sq.
10. K. B. takes Q. P.
11. K. B. takes Q. Kt. and checks
12. Q. to K. B. third square
13. Q. takes P. and checks
14. Q. Kt. P. two squares §
15. Q. R. P. two squares
16. K. to Q. square
17. K. Kt. to K. second square
18. K. to his square
19. Q. to adv. Q. fourth square and checks
20. Q. to adv. Q. B. third sq. and checks
21. K. R. to K. B. square

* It should be observed in this kind of Gambit, that the Gambit Pawn cannot be successfully supported.

† White might also play K. R. to adv. K. R. fourth square, and if Black play K. R. P. one square, White must take the P. with the Kt.; if instead of K. R. P. one square, Black play P. to adv. K. Kt. fourth square, he will lose the Q.

‡ If instead of this move, Black were to play K. Kt. to K. B. third sq., White must advance K. P. one square, and then play Q. Kt. to adv. Q. fourth square.

§ It would be better to play K. R. P. two squares, White would notwithstanding have the best of the game.

WHITE.

22. Kt. to adv. Q. third square and checks
 23. Q. to adv. K. square and checks
 24. Kt. to adv. K. B. second square and checkmates.

BLACK.

22. K. to Q. square
 23. R. takes Q.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

- | | |
|---|---|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. to Q. B. fourth sq.</i> | 2. <i>K. B. to Q. B. fourth square</i> |
| 3. <i>Q. to K. second square</i> | 3. <i>Q. to K. second square</i> |
| 4. <i>K. B. P. two squares</i> | 4. <i>K. P. takes P.</i> |
| 5. <i>K. Kt. to K. B. third sq.</i> | 5. <i>K. Kt. P. two squares</i> |
| 6. <i>Q. P. two squares</i> | 6. <i>K. B. to adv. Q. Kt. fourth square and checks</i> |
| 7. <i>Q. B. P. one square</i> | 7. <i>K. B. to Q. R. fourth sq.</i> |
| 8. <i>K. R. P. two squares</i> | 8. <i>K. B. P. one square</i> |
| 9. <i>K. R. P. takes P.</i> | 9. <i>P. takes P.</i> |
| 10. <i>K. Kt. P. one square *</i> | 10. <i>P. to adv. K. Kt. fourth sq.</i> |
| 11. <i>K. Kt. to adv. K. fourth sq.</i> | 11. <i>P. to adv. K. B. third sq.</i> |
| 12. <i>Q. to K. third square</i> | 12. <i>K. Kt. to K. B. third sq.</i> |
| 13. <i>K. Kt. to adv. K. Kt. third square</i> | 13. <i>Q. to K. Kt. second square</i> |
| 14. <i>K. Kt. takes K. R.</i> | 14. <i>Q. takes K. Kt.</i> |
| 15. <i>K. P. one square</i> | 15. <i>K. Kt. to its square</i> |
| 16. <i>Q. to adv. K. Kt. fourth sq.</i> | 16. <i>K. Kt. to K. second square</i> |
| 17. <i>Q. to adv. K. R. fourth sq. and checks</i> | 17. <i>K. to Q. square</i> |
| 18. <i>Q. takes K. R. P.</i> | 18. <i>Q. takes Q.</i> |

* You might also play K. Kt. to adv. K. fourth square.

WHITE.

19. R. takes Q.
20. K. P. one square
21. R. to adv. K. R. square
and checks .
22. Q. B. to adv. K. Kt. fourth
square and checks
23. R. takes Kt. and checkmates.

BLACK.

19. Q. P. one square *
20. Q. P. one square †
21. K. Kt. to its square
22. K. to his square.

THIRD VARIATION, ‡

BEGINNING AT THE EIGHTH MOVE OF THE SECOND VARIATION.

- | | |
|---|---|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. to Q. B. fourth sq. | 2. K. B. to Q. B. fourth square |
| 3. Q. to K. second square | 3. Q. to K. second square |
| 4. K. B. P. two squares | 4. K. P. takes P. |
| 5. K. Kt. to K. B. third sq. | 5. K. Kt. P. two squares |
| 6. Q. P. two squares | 6. K. B. to adv. Q. Kt. fourth
square and checks |
| 7. Q. B. P. one square | 7. K. B. to Q. R. fourth sq. |
| 8. K. R. P. two squares | 8. K. Kt. P. one square |
| 9. K. Kt. to adv. K. Kt. fourth
square | 9. K. Kt. to K. R. third sq. |
| 10. Q. B. takes P. | 10. K. B. P. one square |
| 11. K. castles | 11. P. takes K. Kt. |
| 12. Q. B. takes P. | 12. Q. to K. Kt. second sq. |
| 13. Q. to K. third square | 13. K. Kt. to its square |
| 14. K. R. to adv. K. B. second
square | 14. Q. to K. Kt. third square |

* It would be better to play this P. two squares.

† Q. B. P. two squares would be much better.

‡ This variation is extremely well played by the White.

WHITE.

15. Q. to K. B. fourth square
16. R. to adv. K. B. square and checks
17. K. B. to adv. K. B. second square
18. K. B. to adv. K square and checks.
19. Q. P. one square and checkmates.

BLACK.

15. Q. P. one square
16. K. to Q. second square
17. Q. to K. Kt. second square
18. K. to his third square.

FOURTH VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE FIRST VARIATION.

- | | |
|--|---|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. to Q. B. fourth square</i> | 2. <i>K. B. to Q. B. fourth sq.</i> |
| 3. <i>Q. to K. second square</i> | 3. <i>Q. to K. second square</i> |
| 4. <i>K. B. P. two squares</i> | 4. <i>K. P. takes P.</i> |
| 5. <i>K. Kt. to K. B. third sq.</i> | 5. <i>K. Kt. to K. B. third sq.</i> |
| 6. <i>Q. P. two squares</i> | 6. <i>K. B. to adv. Q. Kt. fourth square and checks</i> |
| 7. <i>Q. B. P. one square</i> | 7. <i>K. B. to Q. R. fourth sq.</i> |
| 8. <i>K. P. one square</i> | 8. <i>K. Kt. to K. R. fourth sq.</i> |
| 9. <i>K. castles</i> | 9. <i>K. castles</i> |
| 10. <i>K. Kt. to K. square</i> | 10. <i>Q. to adv. K. R. fourth sq.</i> |
| 11. <i>K. Kt. to Q. third square</i> | 11. <i>K. Kt. P. two squares</i> |
| 12. <i>Q. Kt. to Q. second sq.</i> | 12. <i>Q. B. P. one square</i> |
| 13. <i>Q. Kt. to K. fourth square</i> | 13. <i>K. to Q. R. square *</i> |
| 14. <i>Q. Kt. to adv. Q. third sq.†</i> | 14. <i>Q. Kt. to Q. R. third sq.</i> |
| 15. <i>Q. Kt. to adv. K. B. fourth sq. wins the Q. and the game.</i> | |

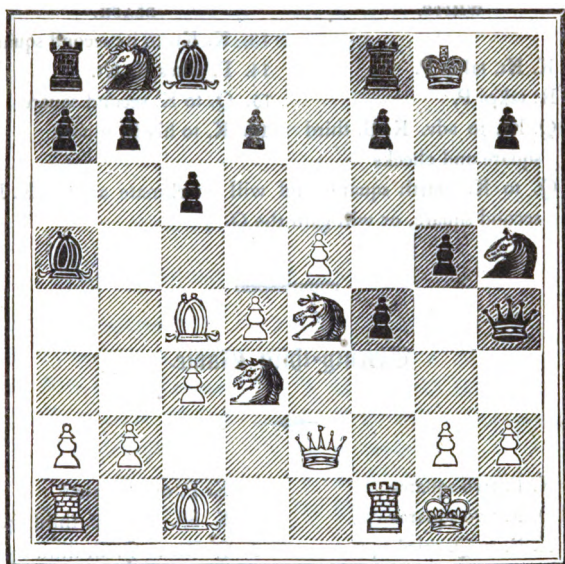
* The reason this move is made, is to prevent the White from taking the Kt. with the Q. and then playing K. Kt. to adv. K. B. third square.

† The situation of this Knight is sufficient to decide the game in favour of the White.

FIFTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE FOURTH VARIATION.

Position of the Pieces.



WHITE

BLACK.

- | | |
|--|--------------------------------|
| 14. K. B. to Q. Kt. third sq. | 13. Q. Kt. P. two squares |
| 15. Q. takes K. Kt. | 14. K. B. to Q. B. second sq.* |
| 16. Q. Kt. to adv. K. B. third square and checks | 15. Q. takes Q. |
| 17. Kt. takes Q. and will win. | 16. K. to his Kt. second sq. |

* If he were to play this Bishop to Q. square, you would win a piece by playing Q. Kt. to adv. Q. third square.

SIXTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE FOURTH VARIATION.

See the preceding Diagram.

WHITE.

BLACK.

- | | |
|---|---------------------------------|
| 14. K. Kt. takes P. | 13. K. Kt. to its second square |
| 15. R. takes P. | 14. P. takes K. Kt. |
| 16. Q. Kt. to adv. K. B. third square and checks | 15. Q. to K. second square |
| 17. Q. to K. fourth square, and will checkmate at adv. K. R. second square, or will gain the Q. | 16. K. to his R. square. |

 Twenty-third Game.

- | | |
|------------------------------------|-------------------------------|
| 1. K. P. two squares | 1. K. P. one square * |
| 2. Q. P. two squares | 2. K. Kt. to K. B. third sq. |
| 3. K. B. to Q. third square | 3. Q. Kt. to Q. B. third sq. |
| 4. K. Kt. to K. B. third sq. | 4. K. B. to K. second square |
| 5. K. R. P. two squares | 5. K. castles |
| 6. K. P. one square † | 6. K. Kt. to Q. fourth square |
| 7. K. B. takes K. R. P. and checks | 7. K. takes K. B. ‡ |

* This method of opening the game is bad, as it confines the pieces, and enables the adversary to crowd the game.

† This and the following moves of the White are extremely well played.

‡ Should he refuse to take B. you must still play K. Kt. to his K. Kt. fourth square, in order to play afterwards Q. to adv. K. R. fourth sq., &c.

WHITE.

8. K. Kt. to adv. K. Kt. fourth square and checks
9. K. R. P. takes K. B. and checks with K. R.
10. Q. to adv. K. R. fourth sq.
11. P. to adv. K. Kt. third sq.
12. Q. to adv. K. R. square and checkmates.

BLACK.

8. K. B. takes K. Kt.*
9. K. to K. Kt. square
10. K. B. P. two squares
11. K. R. to K. square.

FIRST VARIATION,**BEGINNING AT THE EIGHTH MOVE OF THE BLACK.**

- | | |
|--|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. one square</i> |
| 2. <i>Q. P. two squares</i> | 2. <i>K. Kt. to K. B. third sq.</i> |
| 3. <i>K. B. to Q. third square</i> | 3. <i>Q. Kt. to Q. B. third sq.</i> |
| 4. <i>K. Kt. to K. B. third sq.</i> | 4. <i>K. B. to K. second square</i> |
| 5. <i>K. R. P. two squares</i> | 5. <i>K. castles</i> |
| 6. <i>K. P. one square</i> | 6. <i>K. Kt. to Q. fourth square</i> |
| 7. <i>K. B. takes K. R. P. and checks</i> | 7. <i>K. takes K. B.</i> |
| 8. <i>K. Kt. to adv. K. Kt. fourth square and checks</i> | 8. <i>K. to K. Kt. third sq.</i> |
| 9. <i>K. R. P. one square and checks</i> | 9. <i>K. to K. B. fourth square</i>
(Or A). |
| 10. <i>K. Kt. P. two squares and checkmates.</i> | |

* If instead of taking the Kt. he play the K. to his R. or Kt. square, you must play the Q. to adv. K. R. fourth square; if he play the K. to his R. third square he will lose the Q., and if the K. to K. Kt. third square see the first variation.

(Or A)

WHITE.

BLACK.

- | | |
|---------------------------------|--------------------------------|
| 10. Kt. takes K.B.P. and checks | 9. K. to K. R. third square |
| 11. Kt. takes Q. and will win. | 10. K. to K. R. second square. |

SECOND VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

- | | |
|---|-------------------------------|
| 1. K. P. two squares | 1. K. P. one square |
| 2. Q. P. two squares | 2. K. Kt. to K. B. third sq. |
| 3. K. B. to Q. third square | 3. Q. Kt. to Q. B. third sq. |
| 4. K. Kt. to K. B. third square | 4. K. B. to K. second square |
| 5. K. R. P. two squares | 5. K. castles |
| 6. K. P. one square | 6. K. Kt. to Q. fourth square |
| 7. K. B. takes K. R. P. and checks | 7. K. takes K. B. |
| 8. K. Kt. to adv. K. Kt. fourth square and checks | 8. K. B. takes K. Kt. |
| 9. K. R. P. takes K. B. and checks | 9. K. to K. Kt. third square |
| 10. Q. to adv. K. R. fourth sq. and checks | 10. K. to K. B. fourth square |
| 11. Q. to adv. K. R. second sq. and checks * | 11. K. Kt. P. one square |
| 12. Q. to K. R. third sq. and checks | 12. K. to adv. K. fourth sq. |
| 13. Q. to Q. third square and checkmates. | |

* This is a useless move, you should check with the Q. at K. R. third square, &c. as Black cannot play K. to his Kt. third square without being checkmated on the move.

Twenty-fourth Game.

WHITE.

1. K. P. two squares
2. Q. P. two squares
3. K. B. to Q. third square
4. Q. B. to K. third square
5. K. B. P. two squares
6. K. Kt. to K. B. third sq.
7. Q. B. P. two squares
8. Q. Kt. to Q. B. third square, and afterwards castling on the Q. side, and advancing the Pawns on the K. R. side, will win the game.†

BLACK.

1. Q. Kt. P. one square *
2. Q. B. to Q. Kt. second sq.
3. Q. Kt. to Q. B. third sq.
4. K. Kt. P. one square
5. K. B. to K. Kt. second sq.
6. K. Kt. to K. B. third sq.
7. K. castles.

VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

- | | |
|---|--|
| <ol style="list-style-type: none"> 1. K. P. two squares 2. Q. P. two squares 3. K. B. to Q. third square 4. K. P. takes K. B. P. 5. Q. to adv. K. R. fourth sq. and checks | <ol style="list-style-type: none"> 1. Q. Kt. P. one square 2. Q. B. to Q. Kt. second sq. 3. K. B. P. two squares 4. Q. B. takes K. Kt. P. 5. K. Kt. P. interposes |
|---|--|

* This is also a bad method of opening the game.

† Black has certainly a weak game, his pieces are confined, and the advance of his K. Kt. P. will enable you easily to break through his Pawns on the K. R. side.

WHITE.

6. P. takes P.
7. P. takes P. and checks with the Q.†
8. K. B. to adv. K. Kt. third square and checkmates.

BLACK.

6. K. Kt. to K. B. third sq.*
7. K. Kt. takes Q.

Twenty-fifth Game.

- | | |
|--|---|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. Q. P. two squares ‡ |
| 3. K. P. takes Q. P. | 3. Q. takes P. |
| 4. Q. Kt. to Q. B. third sq. | 4. Q. to K. third square |
| 5. K. Kt. to K. B. third sq. | 5. P. takes P. and checks with the Q. |
| 6. K. to K. B. second square § | 6. K. B. to Q. B. fourth sq. and checks |
| 7. Q. P. two squares | 7. K. B. to Q. third square |
| 8. K. B. to adv. Q. Kt. fourth square and checks | 8. K. to K. B. or to Q. square (Or A |
| 9. K. R. to K. square | 9. Q. to K. B. fourth square. |
| 10. K. R. to adv. K. square and checkmates. | |

* Instead of this move, he should play K. B. to K. Kt. second square, he would, however, even then, have a bad game.

† This is well played, far better than advancing the P. on the R. which to many players would appear the best move.

‡ This move is frequently played by those who wish to avoid the attack of the gambit; it is good play when the party receives the odds of a piece, but between even players it is better to take the P.

§ This is a good move; it frequently happens that it is better to move the K. when attacked, than interpose a piece.

|| This is decidedly a bad move, as the Bishop is forced to remove immediately; it would be better to play the B. to K. second square, or Q. B. P. one square.

(Or A)

WHITE.

BLACK.

9. K. R. to K. square and will win the Q.
 8. Q. B. P. one square.

Twenty-sixth Game.

- | | |
|---|---------------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. B. to Q. B. fourth sq.* |
| 3. K. Kt. to K. B. third sq. | 3. Q. P. one square |
| 4. Q. B. P. one square | 4. Q. to K. second square |
| 5. Q. P. two squares | 5. K. P. takes Q. P. |
| 6. P. takes P. | 6. Q. takes K. P. and checks † |
| 7. K. to his B. second sq. ‡ | 7. K. B. to adv. Q. Kt. fourth square |
| 8. Q. R. P. one square | 8. K. B. to Q. R. fourth sq. |
| 9. Q. Kt. P. two squares | 9. K. B. to Q. Kt. third sq. |
| 10. K. B. to adv. Q. Kt. fourth square and checks | 10. K. to his B. or to Q. sq. |
| | (Or A) |
| 11. K. R. to K. square | 11. Q. to K. B. fourth square. |
| 12. R. to adv. K. square and checkmates. | |

(Or A)

10. Q. B. P. one square
 11. K. R. to K. square and will gain the Q.

* It is better to take the Pawn.

† The Black loses the game by this move; he ought to have checked with the K. B.

‡ Many players would think this a bad move, and instead of it would interpose the K. B. or the Q.; the remaining moves shew how decidedly better play it is to move the King, as Black cannot now avoid the loss of a piece.

M

Twenty-seventh Game.

WHITE.

1. K. P. two squares
2. K. B. P. two squares
3. Q. Kt. to Q. B. third sq.
4. Q. P. two squares
5. K. B. to Q. third square
6. Q. to K. second square
7. K. P. one square
8. P. takes K. Kt.
9. P. takes Q.
10. Q. R. P. one square
11. Q. B. to Q. second square and will win.

BLACK.

1. K. P. two squares
2. K. Kt. to K. B. third sq.*
3. P. takes P.
4. K. B. to adv. Q. Kt. fourth square
5. Q. to K. second square
6. Q. Kt. to Q. B. third sq.
7. Q. Kt. takes Q. P.
8. Kt. takes Q.
9. Q. Kt. takes Q. Kt.
10. K. B. to Q. R. fourth sq.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

- | | |
|-------------------------------------|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. Kt. to K. B. third sq.</i> |
| 3. <i>Q. Kt. to Q. B. third sq.</i> | 3. <i>P. takes P.</i> |
| 4. <i>Q. P. two squares</i> | 4. <i>K. B. to adv. Q. Kt. fourth square</i> |
| 5. <i>K. B. to Q. third square</i> | 5. <i>Q. to K. second square</i> |
| 6. <i>Q. to K. second square</i> | 6. <i>Q. Kt. to Q. B. third square</i> |
| 7. <i>K. P. one square</i> | 7. <i>K. Kt. to Q. fourth square</i> |
| 8. <i>Q. B. to Q. second square</i> | 8. <i>Q. Kt. takes P.†</i> |

* It is better play to take the Pawn.

† This is not well played; it would be better to exchange Knights.

WHITE.

9. Q. Kt. takes K. Kt.
10. K. Kt. P. one square
11. Q. to K. Kt. second square
12. K. to his B. square
13. Q. takes Q.
14. Q. takes K. Kt. P.
15. Kt. to adv. K. B. third sq. and checks †
16. Q. B. takes K. B. and checks
17. P. takes P. and checks
18. Kt. to adv. Q. fourth square and checks
19. Q. takes Kt.
20. K. B. to adv. Q. Kt. fourth square and checks

BLACK.

9. Q. to adv. K. R. fourth sq. and checks *
10. P. takes P.
11. P. takes P. and checks with the Q.
12. P. takes K. Kt. becomes a Q. and checks
13. Q. to her square
14. K. R. to K. B. square
15. K. to his second square
16. Q. P. one square
17. P. takes P.
18. K. to his square
19. Q. B. to K. third square
20. Q. B. to Q. second square

* If instead of this move he were to take your Q. B. you must take his B. with your King.

† You might also play as follows :—

- | | |
|---|--|
| 15. Q. B. to adv. K. Kt. fourth sq. | 15. If he play K. B. to K. second square, you will evidently win the Queen, therefore, K. B. P. one square |
| 16. K. B. to adv. K. Kt. third sq. and checks | 16. P. takes B. |
| 17. Q. takes P. and checks | 17. K. R. to K. B. second square |
| 18. K. R. to adv. K. R. square and checks | 18. K. B. interposes |
| 19. K. R. takes K. B. and checks | 19. K. takes R. |
| 20. Q. B. checks | 20. K. to his square |
| 21. Q. to adv. K. Kt. square and checks | 21. K. R. interposes. |
| 22. Q. takes R. and checkmates. | |

WHITE.

BLACK.

21. Q. to K. fourth square and checks
 22. Q. takes Q. and checkmates.*

KING'S GAMBIT.

Twenty-eighth Game.

- | | |
|--------------------------------------|--|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes P. |
| 3. K. Kt. to K. B. third sq. | 3. K. Kt. P. two squares |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. one square |
| 5. K. Kt. to adv. K. fourth square † | 5. Q. to adv. K. R. fourth sq. and checks |
| 6. K. to K. B. square | 6. K. Kt. to K. R. third sq. |
| 7. Q. P. two squares | 7. Q. P. one square |
| 8. K. Kt. to Q. third square | 8. K. P. to adv. K. B. third sq. |
| 9. K. Kt. P. one square | 9. Q. to adv. K. R. third sq. and checks ‡ |
| 10. K. to K. B. second square § | 10. Q. to adv. K. Kt. second square and checks |

* This game is skilfully played by the White.

† If the White, instead of this move, were to castle, and Black to take the Kt., it would constitute the Muzio Gambit, a game of which the attack is so powerful in the hands of a skilful player, that very few, even among the best players, can withstand it.

‡ It is wrong to give this check, it would be better to play Q. to K. second square.

§ It is better to play K. to his square as in the first variation.

WHITE.

11. K. to K. third square
12. K. Kt. to K. B. fourth sq.
13. K. B. to its square
14. K. B. to adv. Q. Kt. fourth square and checks
15. K. B. takes P. and checks
16. Q. takes Q. and will win.

BLACK.

11. K. Kt. to its square *
12. K. B. to K. R. third sq.
13. Q. takes K. R.
14. Q. B. P. one square
15. P. takes K. B.

FIRST VARIATION,**BEGINNING AT THE TENTH MOVE OF THE WHITE.**

- | | |
|--|--|
| 1. <i>K. P. two squares.</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. Kt. to K. B. third sq.</i> | 3. <i>K. Kt. P. two squares</i> |
| 4. <i>K. B. to Q. B. fourth sq.</i> | 4. <i>K. Kt. P. one square</i> |
| 5. <i>K. Kt. to adv. K. fourth sq.</i> | 5. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 6. <i>K. to K. B. square</i> | 6. <i>K. Kt. to K. R. third square</i> |
| 7. <i>Q. P. two squares</i> | 7. <i>Q. P. one square</i> |
| 8. <i>K. Kt. to Q. third square</i> | 8. <i>K. P. to adv. K. B. third square</i> |
| 9. <i>K. Kt. P. one square</i> | 9. <i>Q. to adv. K. R. third sq. and checks</i> |
| 10. <i>K. to his square</i> | 10. <i>Q. to adv. K. Kt. second sq.</i> |
| 11. <i>K. Kt. to K. B. second sq.</i> | 11. <i>Q. Kt. to Q. B. third sq.</i> |
| 12. <i>K. B. to its square, winning the Q.</i> | |

* Black would do better to play Q. to adv. K. second square.

SECOND VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

WHITE.

1. *K. P. two squares*
2. *K. B. P. two squares*
3. *K. Kt. to K. B. third sq.*
4. *K. B. to Q. B. fourth sq.*
5. *K. Kt. to adv. K. fourth sq.*
6. *K. to K. B. square*
7. *Q. P. two squares*
8. *K. Kt. to Q. third square*
9. *K. Kt. P. one square*
10. *K. to his square*
11. *K. Kt. to K. B. fourth sq.*
12. *Q. B. to Q. second square*
13. *K. Kt. to adv. Q. fourth sq.*
14. *K. B. to Q. third square*
15. *Q. B. to K. third square §*
16. *Q. Kt. P. two squares*

BLACK.

1. *K. P. two squares*
2. *K. P. takes P.*
3. *K. Kt. P. two squares*
4. *K. Kt. P. one square*
5. *Q. to adv. K. R. fourth sq. and checks*
6. *K. Kt. to K. R. third sq.*
7. *Q. P. one square*
8. *K. P. to adv. K. B. third sq.*
9. *Q. to adv. K. R. third sq. and checks*
10. *Q. to K. R. fourth square **
11. *Q. to Q. R. fourth square and checks†*
12. *Q. to Q. Kt. third square*
13. *Q. takes Q. P. ‡*
14. *Q. to Q. B. fourth sq. to preserve both Rooks*
15. *Q. to Q. R. fourth square and checks*
16. *Q. to adv. Q. R. fourth sq.*

* If he were to play any other piece, White would win the Queen by playing K. Kt. to K. B. fourth square.

† It would be better to play Q. to K. Kt. fourth square, as White can obtain no material advantage by removing the Kt. and attacking the Q. with Q. B.

‡ If he take Q. Kt. P., you will win the Q. by playing Q. B. to its third square; and if he play Q. to Q. B. third square, you will also win the Q. by playing K. B. to adv. Q. Kt. fourth square.

§ You would win the Queen sooner by playing Q. B. to Q. Kt. fourth square.

WHITE.

17. K. B. to adv. Q. Kt. fourth square and checks
18. K. Kt. takes K. B. P. and checks
19. K. Kt. takes Q. and will win.

BLACK.

17. Q. takes K. B.
18. K. to Q. square.

THIRD VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE SECOND VARIATION.

- | | |
|---|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. Kt. to K. B. third sq.</i> | 3. <i>K. Kt. P. two squares</i> |
| 4. <i>K. B. to Q. B. fourth sq.</i> | 4. <i>K. Kt. P. one square</i> |
| 5. <i>K. Kt. to adv. K. fourth sq.</i> | 5. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 6. <i>K. to K. B. square</i> | 6. <i>K. Kt. to K. R. third sq.</i> |
| 7. <i>Q. P. two squares</i> | 7. <i>Q. P. one square</i> |
| 8. <i>K. Kt. to Q. third square</i> | 8. <i>K. P. to adv. K. B. third sq.</i> |
| 9. <i>K. Kt. P. one square</i> | 9. <i>Q. to adv. K. R. third sq. and checks</i> |
| 10. <i>K. to his square</i> | 10. <i>Q. to K. R. fourth square</i> |
| 11. <i>K. Kt. to K. B. fourth sq.</i> | 11. <i>Q. to Q. R. fourth square and checks</i> |
| 12. <i>Q. B. to Q. second square</i> | 12. <i>Q. to adv. Q. R. fourth sq.</i> |
| 13. <i>Q. Kt. to Q. R. third sq.</i> | 13. <i>Q. B. P. one square *</i> |
| 14. <i>K. Kt. to adv. Q. fourth sq.</i> | 14. <i>Q. Kt. P. two squares</i> |
| 15. <i>Q. Kt. P. one square</i> | 15. <i>Q. takes Q. Kt.</i> |
| 16. <i>Q. B. to Q. Kt. fourth sq.</i> | 16. <i>Q. to adv. Q. Kt. second sq.</i> |
| 17. <i>Q. R. to Q. Kt. square</i> | 17. <i>Q. takes Q. R. P.</i> |
| 18. <i>Q. R. to its square</i> | 18. <i>Q. to adv. Q. Kt. second sq.</i> |
| 19. <i>Q. B. to its third square</i> | 19. <i>Q. takes Q. R.</i> |

* Q. to K. second square is a better move. See the fourth variation.

WHITE.

20. Q. takes Q.

21. K. B. takes P. at adv. Q.
fourth square

22. K. B. takes Q. R. and will win.

BLACK.

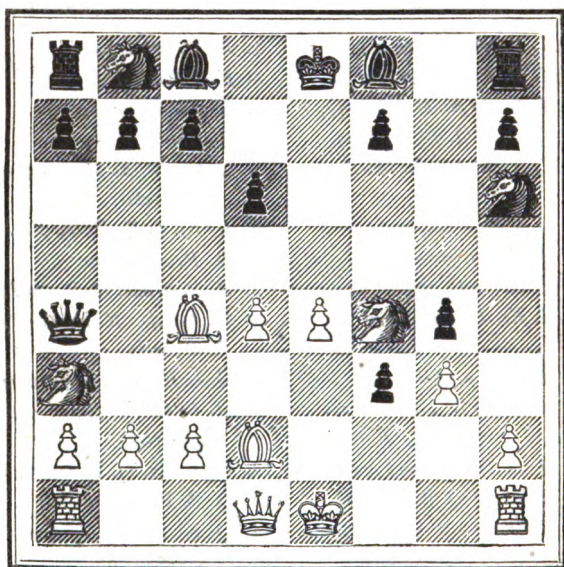
20. Q. B. P. takes Kt.

21. Q. Kt. to Q. second square.

FOURTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE THIRD VARIATION.

Position of the Pieces.



13. Q. to her second square

14. K. Kt. to adv. Q. fourth sq.

14. K. B. to K. Kt. second sq.*

* Black by this move evidently loses a piece, he ought to have played K. Kt. to its square.

WHITE.

15. Q. B. takes K. Kt.
 16. K. Kt. to adv. K. B. third
 square and checks
 17. Kt. takes Q. and will win.

BLACK.

15. K. B. takes Q. B.
 16. K. to K. B. square.

Twenty-ninth Game.

- | | |
|-----------------------------------|--------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes P. |
| 3. K. Kt. to K. B. third sq. | 3. K. Kt. P. two squares |
| 4. K. B. to Q. B. fourth sq. | 4. K. B. to K. Kt. second sq. |
| 5. Q. P. two squares | 5. Q. P. one square |
| 6. Q. Kt. to Q. B. third square | 6. Q. B. P. one square |
| 7. K. R. P. two squares | 7. K. R. P. one square |
| 8. P. takes P. | 8. P. takes P. |
| 9. R. takes R. | 9. K. B. takes R. |
| 10. K. Kt. to adv. K. fourth sq.* | 10. Q. P. takes K. Kt.† |
| 11. Q. to adv. K. R. fourth sq. | 11. Q. to K. B. third square |
| 12. Q. P. takes P. | 12. Q. to K. Kt. second square |
| 13. P. to adv. K. third square | 13. K. Kt. to K. B. third sq.‡ |
| 14. P. takes K. B. P. and checks | 14. K. to K. B. square § |

* This move is ingenious, and may be ventured against an inferior player, but if the Black play properly, White will lose the game.

† It would be bad play to take the Kt. with the B.

‡ Black might also play,

- | | |
|-------------------------------------|--|
| 14. K. B. takes Q. B. | 13. Q. B. takes P. |
| 15. K. B. takes K. B. P. and checks | 14. K. Kt. to K. B. third square |
| 16. Q. removes. | 15. K. to K. B. square |
| | 16. Takes K. B. and has the best of
the game. |

§ In the first variation the K. is moved to his second square, which is better play.

WHITE.

15. Q. B. takes P. at K. B.
fourth square

16. Q. B. to adv. Q. third square and checkmates.

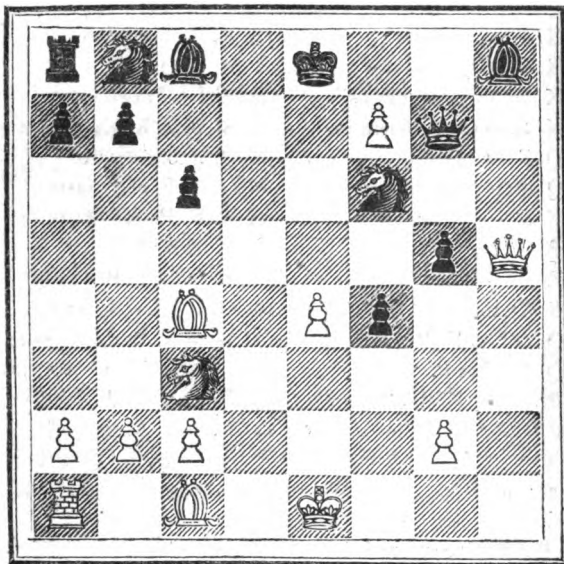
BLACK.

15. K. Kt. takes Q.*

FIRST VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

Position of the Pieces.



15. Q. to K. second square

14. K. to K. second square

15. Q. B. to K. third square †

* If the P. take the Q. B. White will checkmate with the Queen.

† This is not a good move; it would be better to play the B. to adv. K. Kt. fourth square.

WHITE.

16. K. B. takes Q. B.
17. Q. to Q. B. fourth sq. and checks
18. Q. to Q. Kt. fourth square and checks
19. Q. takes Q. Kt. P. and checks
20. Q. takes Q. R. and will win.

BLACK.

16. K. takes K. B.
17. K. to K. second square *
18. K. takes P.
19. Q. Kt. to Q. second square.

SECOND VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

See the preceding Diagram.

- | | |
|--|--------------------------------|
| 15. Q. takes K. Kt. P. | 14. K. to Q. square |
| 16. P. one square becomes a Q. and checks | 15. Q. takes Q. |
| 17. Q. takes K. B. | 16. K. to Q. second square † |
| 18. Q. takes K. Kt. | 17. Q. takes K. Kt. P. ‡ |
| 19. Q. to adv. K. B. second sq. and checks | 18. P. to adv. K. B. third sq. |
| 20. Q. B. to K. B. fourth sq. and checks | 19. K. to Q. third square § |
| | 20. K. to Q. B. fourth square |

* If Black play the K. to his fourth square, or to Q. second square, you must in the former case play Q. to adv. Q. B. fourth square, and then advance the P. to Q.; and in the latter case, Q. to Q. Kt. fourth square, &c.

† If he were to play the K. to Q. B. second square, you might play Q. Kt. to K. second square.

‡ This is bad play, as he loses the Kt. for the Pawn; it would be better to move the K. to Q. B. second square.

§ If he play the K. to Q. square, you may check with the Q. at adv. K. Kt. square, then exchange Queens, &c.

WHITE.**BLACK.**

- | | |
|---|--|
| 22. Q. B. to Q. second square
and checks | 21. K. to adv. Q. Kt. fourth sq.
22. K. takes Kt. |
| 23. Q. Kt. P. one square and
checks | 23. K. to adv. Q. R. third sq. |
| 24. Q. to adv. K. second sq.
and checks | 24. K. to adv. Q. Kt. second
square |
| 25. Q. to adv. K. fourth square
and checks | 25. K. takes Q. B. P. (<i>Or B</i>). |
| 26. R. checkmates at Q. B. square. | |

(Or B)

- | | |
|---|----------------------------------|
| | 25. K. to adv. Q. R. third sq. |
| 26. Q. B. to its sq. and checks | 26. K. to adv. Q. Kt. fourth sq. |
| 27. Q. B. P. one square and checkmates. | |

Thirtieth Game.**WHITE.****BLACK.**

- | | |
|---------------------------------|---------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes P. |
| 3. K. Kt. to K. B. third sq. | 3. K. Kt. P. two squares |
| 4. K. R. P. two squares * | 4. K. Kt. P. one square † |
| 5. K. Kt. to adv. K. fourth sq. | 5. K. R. P. two squares ‡ |

* This is not so good a move as K. B. to Q. B. fourth square ; it may, however, be played without much danger.

† If he play K. B. P. one square, you must take the P. with the Kt.

‡ It is much better to play Q. to K. second square, and then K. B. P. two squares.

WHITE.

6. K. B. to Q. B. fourth sq.
7. Q. P. two squares
8. Q. B. takes Gambit P.
9. K. Kt. P. one square
10. K. R. takes K. R. P.
11. P. takes K. B.
12. K. Kt. takes K. Kt. P.
13. Q. takes Q. B.
14. K. R. takes R. and checks
15. K. R. takes Q.
16. K. B. takes K. B. P.
17. Q. B. P. one square
18. K. B. to Q. Kt. third sq.
19. K. to K. B. second square
20. K. to K. B. third square and will win.

BLACK.

6. K. Kt. to K. R. third sq.
7. K. B. to K. second square
8. K. B. takes K. R. P. and checks *
9. K. B. to K. Kt. fourth sq.
10. K. B. takes Q. B.
11. Q. P. one square
12. Q. B. takes K. Kt.
13. K. Kt. takes Q.
14. K. to K. second square
15. K. takes K. R.
16. Q. Kt. to Q. B. third sq.
17. K. to K. second square
18. K. Kt. to adv. K. third sq.†
19. K. Kt. to adv. K. Kt. fourth square and checks.

Thirty-first Game.

- | | |
|--------------------------------|--------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes K. B. P. |
| 3. K. Kt. to K. B. third sq. | 3. K. R. P. one square ‡ |
| 4. K. B. to Q. B. fourth sq. § | 4. K. Kt. P. two squares |
| 5. K. R. P. two squares | 5. K. B. P. one square |

* Q. P. one square is preferable.

† This and the next move of the Black are completely lost moves, it would be better to play the R.; Black has, however, a bad game.

‡ This is not so good a move as K. Kt. P. two squares.

§ K. R. P. two squares is better.

|| K. B. to K. Kt. second square is the proper move.

WHITE

6. K. Kt. takes K. Kt. P.*
7. Q. to adv. K. R. fourth sq.
and checks
8. Q. to adv. K. B. second sq.
and checks
9. Q. to adv. Q. fourth square
and checks
10. Q. to adv. K. fourth square and checkmates.

BLACK.

6. K. B. P. takes K. Kt. †
7. K. to K. second square
8. K. to Q. third square
9. K. to his second square.

FIRST VARIATION,
BEGINNING AT THE FIFTH MOVE OF THE BLACK.

- | | |
|--|---|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. Kt. to K. B. third sq.</i> | 3. <i>K. R. P. one square</i> |
| 4. <i>K. B. to Q. B. fourth sq.</i> | 4. <i>K. Kt. P. two squares</i> |
| 5. <i>K. R. P. two squares</i> | 5. <i>K. Kt. P. one square ‡</i> |
| 6. <i>K. Kt. to adv. K. fourth sq.</i> | 6. <i>K. R. to its second square</i> |
| 7. <i>Q. P. two squares</i> | 7. <i>Q. P. one square</i> |
| 8. <i>K. Kt. to Q. third square</i> | 8. <i>P. to adv. K. B. third sq.</i> |
| 9. <i>K. Kt. P. one square §</i> | 9. <i>Q. to K. second square</i> |
| 10. <i>K. Kt. to K. B. fourth sq.</i> | 10. <i>Q. takes K. P. and checks </i> |

* You ought to play the Kt. to adv. K. fourth square.

† He ought to take with K. R. P.

‡ It would be better to play K. B. to K. Kt. second square.

§ Instead of this move, you should take the P.

|| It frequently happens, as in the present instance, that taking the K. P. with the Queen is very bad play; he ought to have played Q. B. P. one square.

WHITE.

11. K. to K. B. second square
 12. Q. to Q. third square
 13. K. B. to adv. Q. Kt. fourth square and will win the Q.

BLACK.

11. Q. to Q. B. third square
 12. R. to K. Kt. second square.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

- | | |
|--|----------------------------------|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes K. B. P.</i> |
| 3. <i>K. Kt. to K. B. third sq.</i> | 3. <i>K. R. P. one square</i> |
| 4. <i>K. B. to Q. B. fourth sq.</i> | 4. <i>K. Kt. P. two squares</i> |
| 5. <i>K. R. P. two squares</i> | 5. <i>K. B. P. one square</i> |
| 6. <i>K. Kt. takes K. Kt. P.</i> | 6. <i>Q. to K. second square</i> |
| 7. <i>Q. to adv. K. R. fourth sq.
and checks</i> | 7. <i>K. to Q. square</i> |
| 8. <i>K. Kt. to adv. K. B. second
square and checks</i> | 8. <i>K. to K. square</i> |
| 9. <i>K. Kt. takes K. R. and
checks with the Q.</i> | 9. <i>K. to Q. square</i> |
| 10. <i>K. Kt. to adv. K. B. second
square and checks</i> | 10. <i>K. to his square</i> |
| 11. <i>K. Kt. takes K. R. P. and
checks</i> | 11. <i>K. to Q. square.</i> |
| 12. <i>K. Kt. takes Kt. and will win.</i> | |

Thirty-second Game.

WHITE.

1. K. P. two squares
2. K. B. P. two squares
3. K. Kt. to K. B. third sq.
4. K. R. P. two squares
5. K. B. to Q. B. fourth sq.
6. K. Kt. to adv. K. Kt. fourth square
7. K. B. to Q. Kt. third sq.
8. K. Kt. to K. R. third sq.
9. Q. P. two squares
10. K. Kt. takes Gambit P.
11. R. takes K. Kt.†
12. K. Kt. to adv. K. Kt. third square
13. K. B. to adv. K. Kt. sq.
14. Q. takes K. R. P.
15. Kt. to adv. K. fourth sq. and checks with the Q.
16. Q. to adv. K. B. second sq. and checks
17. Kt. to Q. B. fourth square and checks
18. Q. to adv. Q. fourth square and checkmates.

BLACK.

1. K. P. two squares
2. K. P. takes P.
3. K. Kt. to K. second square *
4. K. R. P. two squares
5. K. Kt. to its third square
6. K. Kt. to K. fourth square
7. K. B. P. one square
8. K. Kt. to its third square
9. K. Kt. takes K. R. P.
10. K. Kt. P. two squares
11. P. takes R.
12. K. R. to its second square
13. K. R. to K. Kt. second sq.
14. R. takes K. B. ‡
15. K. to K. second square
16. K. to Q. third square
17. K. to Q. B. third square.

* It is better to play K. Kt. P. two squares.

† This is a well played move.

‡ If Black take the Kt. instead of the B., White can checkmate in eight moves without giving check every move.

FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

WHITE.

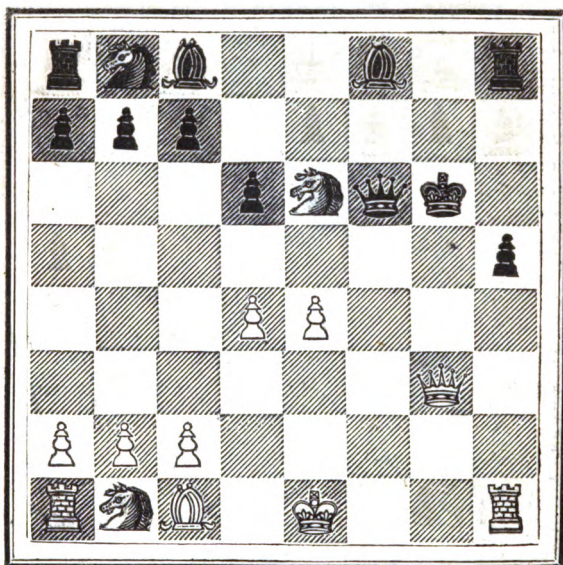
1. *K. P. two squares*
2. *K. B. P. two squares*
3. *K. Kt. to K. B. third sq.*
4. *K. R. P. two squares*
5. *K. B. to Q. B. fourth sq.*
6. *K. Kt. to adv. K. Kt. fourth square*
7. *K. B. to Q. Kt. third sq.*
8. *K. Kt. to K. R. third sq.*
9. *P. takes P.*
10. *Q. P. two squares*
11. *K. Kt. P. one square*
12. *K. B. takes K. Kt. and checks*
13. *K. Kt. takes P. and checks*
14. *Q. to K. B. third square*
15. *Q. takes P. at K. Kt. third square*
16. *K. Kt. to adv. K. third sq. and checks with the Q.*
17. *R. to K. B. square and wins the Q.*

BLACK.

1. *K. P. two squares*
2. *K. P. takes P.*
3. *K. Kt. to K. second square*
4. *K. R. P. two squares*
5. *K. Kt. to its third square*
6. *K. Kt. to K. fourth square*
7. *K. B. P. one square*
8. *K. Kt. P. two squares*
9. *P. takes P.*
10. *K. Kt. to K. B. second square*
11. *P. takes P.*
12. *K. takes K. B.*
13. *K. to K. Kt. third square*
14. *Q. to K. B. third square*
15. *Q. P. one square*
16. *K. to K. B. second square (Or A).*

(Or A)

Position of the Pieces.



WHITE.

17. R. takes P. and checks
 18. R. takes K. B. and checks
 19. B. takes Q. &c.

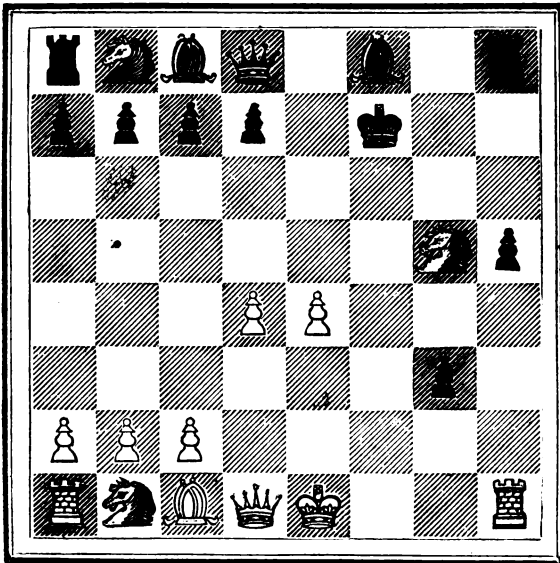
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16. K. to K. R. second sq.
 17. K. B. interposes
 18. Q. takes R.

SECOND VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE FIRST VARIATION.

Position of the Pieces.



WHITE.

- 14. R. takes P.
- 15. Q. takes R. and checks
- 16. Q. to adv. K. B. second sq.
and checks
- 17. Q. to adv. Q. fourth sq.
and checks
- 18. Q. to adv. K. fourth square and checkmates.

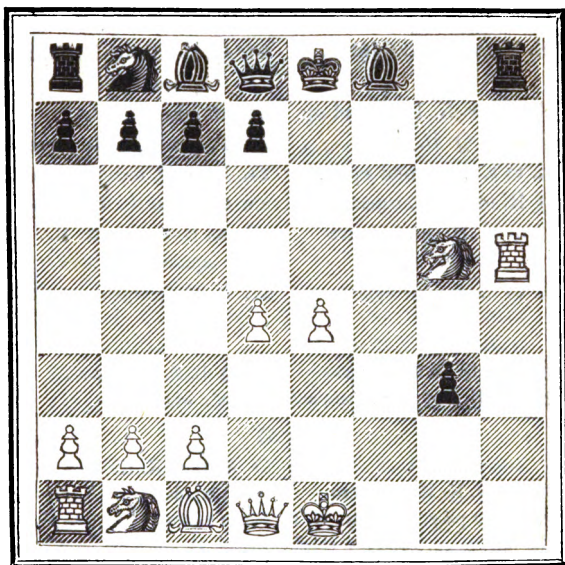
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- 13. K. to his square
- 14. R. takes R.
- 15. K. to K. second square
- 16. K. to Q. third square
- 17. K. to his second square.

THIRD VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE SECOND VARIATION.

Position of the Pieces.



WHITE.

BLACK.

15. R. to adv. K. R. second sq.*

14. R. to K. Kt. square

15. Q. to K. B. third square †

* White would play better by moving Q. to K. B. third square, Black may then play as follows:—

16. R. to adv. K. R. second square

15. Q. to K. second square (Or A)

17. Q. to adv. K. R. fourth square

16. K. B. to K. Kt. second square

and checks

17. K. to K. B. square

(continued)

† Black ought to take the Kt. with the Rook.

WHITE.

16. Q. to adv. K. R. fourth sq. and checks
17. Q. B. to K. B. fourth sq.
18. R. takes Q.
19. Q. Kt. to Q. second square
20. Q. B. P. one square
21. K. Kt. to K. R. third sq.
22. R. to adv. K. R. second sq.
23. R. takes Q. B.
24. K. to K. B. second square
25. Q. R. to K. Kt. square
26. R. to K. B. third square
27. K. to his second square

BLACK.

16. Q. to K. Kt. third square
17. Q. takes Q.
18. K. B. to K. second square
19. Q. Kt. to Q. B. third sq.
20. Q. P. one square
21. Q. B. to adv. K. Kt. fourth square
22. B. takes K. Kt.
23. P. to adv. K. Kt. second sq.
24. K. to Q. second square
25. Q. R. to K. B. square
26. K. B. to adv. K. R. fourth square and checks
27. K. to Q. square
18. Q. Kt. to Q. B. third square
19. Q. B. to K. B. fourth square and will easily win.

(Or A)

15. K. R. to K. Kt. second square
16. If he play Q. to K. second sq., you must play R. to adv. K. R. fourth square; if he play K. R. to K. Kt. square, you must check with the R. and you will win the Q. or checkmate him; if he play K. B. to Q. third square, you must check with the R. and then checkmate with the Q.; but if he play K. B. to K. second sq. (Or B)
17. If he take the Kt. he will evidently lose the Q.; and if K. to K. B. second square
18. K. to K. Kt. square.
16. Kt. to adv. K. R. second sq.
17. K. Kt. checks
18. K. Kt. to its fourth square and checks with the Queen
19. K. Kt. to adv. K. R. third square, checks, and will checkmate in two moves.

(Or B)

16. R. takes Kt.
17. R. takes R. and will easily win.

WHITE.

28. B. to K. third square
29. Kt. takes R.
30. K. to K. B. second square
31. Kt. to Q. second square
32. R. takes P.
33. K. takes R. and will win.*

BLACK.

28. R. takes R.
29. K. B. to its third square
30. R. to K. square
31. R. to K. Kt. square
32. R. takes R. and checks.

FOURTH VARIATION,**BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.**

- | | |
|---|---|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. Kt. to K. B. third sq.</i> | 3. <i>K. Kt. to K. second square</i> |
| 4. <i>K. R. P. two squares</i> | 4. <i>K. R. P. two squares</i> |
| 5. <i>K. B. to Q. B. fourth sq.</i> | 5. <i>K. Kt. to its third square</i> |
| 6. <i>K. Kt. to adv. K. Kt. fourth square</i> | 6. <i>K. Kt. to K. fourth square</i> |
| 7. <i>K. B. to Q. Kt. third sq.</i> | 7. <i>K. B. P. one square</i> |
| 8. <i>K. Kt. to K. R. third sq.</i> | 8. <i>K. Kt. P. two squares</i> |
| 9. <i>P. takes P.</i> | 9. <i>P. takes P.</i> |
| 10. <i>Q. P. two squares</i> | 10. <i>K. Kt. to its third square</i> |
| 11. <i>K. Kt. P. one square</i> | 11. <i>P. takes K. Kt. P.</i> |
| 12. <i>Kt. takes P. at adv. K. Kt. fourth square</i> | 12. <i>P. to adv. K. Kt. second square</i> |
| 13. <i>K. B. to adv. K. B. second square and checks</i> | 13. <i>K. to his second square</i> |
| 14. <i>R. to K. Kt. square</i> | 14. <i>K. Kt. to adv. K. R. fourth square</i> |

* White has certainly the best of the game, but it would be very difficult to win it against good play.

WHITE.

15. K. B. takes P. at adv. K. R.
fourth square
16. Q. to K. Kt. fourth square
17. Q. takes K. Kt.
18. Q. takes K. R.
19. Q. to adv. K. B. second sq.
and checks
20. Q. to adv. Q. fourth square
and checks
21. Q. to adv. K. fourth square
and checks
22. Q. to adv. K. R. square and
checks
23. Q. to adv. K. Kt. second
square and checks
24. K. Kt. to adv. K. B. second square, checks, and will win the
Queen and the game.

BLACK.

15. K. B. to K. Kt. second sq.*
16. K. B. takes Q. P.
17. K. R. takes K. B.
18. K. B. takes K. R.
19. K. to Q. third square
20. K. to his second square
21. K. to K. B. square
22. K. to his second square
23. K. to Q. third square.

Thirty-third Game.

- | | |
|--|--------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes P. |
| 3. K. Kt. to K. B. third sq. | 3. K. Kt. P. two squares |
| 4. K. B. to Q. B. fourth sq. | 4. K. Kt. P. one square |
| 5. K. B. takes K. B. P. and
checks† | 5. K. takes K. B. |

* If instead of this move Black play Q. P. one square, you must play K. Kt. to adv. K. B. second square, and you will gain the Queen.

† This is not a good move; it is better to play the Kt. to adv. K. fourth square.

WHITE.

6. K. Kt. to adv. K. fourth sq. and checks
7. Q. takes K. Kt. P. and checks †
8. Q. to adv. K. B. fourth sq. and checks
9. Q. P. two squares
10. Q. B. takes P. and checks
11. Q. B. to adv. K. Kt. fourth square and checks
12. K. P. one square
13. Q. takes K. B. and checks
14. Q. to adv. K. R. fourth sq. and checks
15. K. castles
16. Q. to adv. K. Kt. fourth sq. and checks
17. K. R. to adv. K. B. third square and checks
18. Q. takes Kt. and checks

BLACK.

6. K. to his third square *
7. K. takes K. Kt. ‡
8. K. to Q. third square
9. K. B. to K. Kt. second sq.
10. K. to his second square
11. K. B. to its third square
12. K. B. takes Q. B.
13. K. to his square
14. K. to his second square
15. Q. to K. square
16. K. to his third square
17. Kt. takes K. R.
18. K. to Q. fourth square

* He ought to play the K. to his own square.

† It is much better to take the P. with the Q. than with the Kt.

‡ If Black should play K. to his second square, you ought to play as follows :—

- | | |
|---|------------------------------|
| 8. Q. to adv. K. Kt. fourth square and checks | 8. K. Kt. interposes (Or A) |
| 9. K. Kt. to its fourth square | 9. K. to K. B. second square |
| 10. K. P. one square wins the Kt. &c. | |

(Or A)

- | | |
|---|-----------------------------|
| | 8. K. to his square |
| 9. Q. to adv. K. R. fourth square and checks | 9. K. to his second square. |
| 10. Q. to adv. K. B. second square, checks, and will checkmate in four moves. | |

P

WHITE.

19. Q. Kt. to Q. B. third sq.
and checks
20. Q. to K. B. fourth square
and checks
21. Q. Kt. P. two squares and
checks
22. Q. to Q. B. fourth square
and checks
23. Q. Kt. to Q. R. fourth square and checkmates.†

BLACK.

19. K. takes Q. P.*
20. K. to Q. B. fourth square
21. K. to Q. B. third square
22. K. to Q. Kt. third square

Thirty-fourth Game.

- | | |
|--|---|
| <ol style="list-style-type: none"> 1. K. P. two squares 2. K. B. P. two squares 3. K. Kt. to K. B. third sq. 4. K. B. to Q. B. fourth sq. 5. K. R. P. two squares 6. K. Kt. to adv. K. Kt. fourth
square 7. Q. P. two squares 8. Q. B. takes P. 9. K. castles 10. Q. B. P. one square 11. Q. B. takes P. 12. Q. to her second square | <ol style="list-style-type: none"> 1. K. P. two squares 2. K. P. takes P. 3. K. Kt. P. two squares 4. K. B. to K. Kt. second sq. 5. K. Kt. P. one square ‡ 6. K. Kt. to K. R. third sq. 7. Q. P. one square 8. Q. to K. second square 9. K. B. P. one square 10. K. B. P. takes K. Kt. 11. Q. to her second square 12. K. Kt. to its square |
|--|---|

* If he play K. to your Q. B. fourth square, you must check with the Q. at K. B. square, which will force him to take the Q. P.

† The attack in this game is very skilful and ingenious.

‡ This is not good play; he ought to move K. R. P. one square.

WHITE.

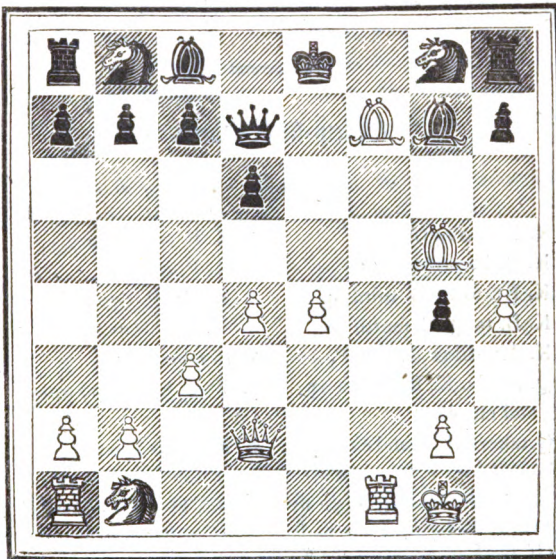
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13. K. B. to adv. K. B. second square and checks
 14. K. B. to adv. K. third square, checks with K. R. and wins the Queen.

VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE BLACK.

Position of the Pieces.



- | | |
|-------------------------------|--------------------------------|
| 14. R. takes Q. | 13. Q. takes K. B. |
| 15. Q. Kt. to Q. R. third sq. | 14. K. takes R. |
| | 15. K. Kt. to K. second square |

WHITE.

16. R. to K. B. sq. and checks
17. Q. B. takes K. Kt.
18. Q. to adv. K. Kt. fourth sq. and checks
19. Q. takes K. B. and will easily win.

BLACK.

16. K. to his square
17. K. takes Q. B.
18. K. to his square (Or A).

(Or A)

18. K. to his third square
19. Q. P. one sq. and checks
20. R. to adv. K. B. second sq. and checks
21. Q. to adv. K. second square and checkmates.
19. K. to Q. second square
20. K. to his square.

Thirtieth Game.

- | | |
|---|----------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes P. |
| 3. K. Kt. to K. B. third sq. | 3. K. Kt. P. two squares |
| 4. K. B. to Q. B. fourth sq. | 4. K. B. P. one square* |
| 5. K. Kt. takes K. Kt. P. | 5. P. takes Kt.† |
| 6. Q. to adv. K. R. fourth sq. and checks | 6. K. to his second square |
| 7. Q. takes K. B. P. and checks‡ | 7. K. to his square |

* The Black loses the game by this move; he ought to have played either K. Kt. P. one square, or K. B. to K. Kt. second square.

† If Black refuse taking the Kt. the game will be equally lost, though not so speedily.

‡ White might also check with the Q. at adv. K. B. second square, then at adv. Q. fourth square, and afterwards checkmate at adv. K. fourth square.

WHITE.

8. Q. to adv. K. R. fourth sq.
and checks

9. Q. to adv. K. fourth square and checkmates.

BLACK.

8. K. to his second square.

Thirty-sixth Game.

1. K. P. two squares

2. K. B. P. two squares

3. K. Kt. to K. B. third sq.

4. K. B. to Q. B. fourth sq.

5. K. Kt. to adv. K. fourth
square

6. K. to his B. square

7. K. B. takes K. B. P. and
checks †

8. Q. P. two squares

9. Q. to K. second square

10. K. R. P. takes K. Kt.

11. K. to his B. second square

1. K. P. two squares

2. K. P. takes P.

3. K. Kt. P. two squares

4. K. Kt. P. one square

5. Q. to adv. K. R. fourth sq.
and checks

6. K. Kt. to K. B. third sq.*

7. K. to Q. square ‡

8. K. Kt. takes K. P.

9. K. Kt. to adv. K. Kt. third
square and checks

10. Q. takes K. R. and checks

11. P. takes P. and checks

* This move is Salvio's, and the game is, therefore, called Salvio's Gambit; the move is ingenious, but not so good as K. Kt. to K. R. third square.

† Instead of this move Philidor directs the White to play Q. to K. sq. which would force the Black to exchange Queens; White would then have the best of the game.

‡ This is not the best move; K. to his second square is preferable, as it would oblige the White to remove the Bishop in order not to lose a piece.

WHITE.

12. K. takes P.
13. K. Kt. to adv. Q. B. third square and checks
14. Q. to adv. K. square and checkmates.

BLACK.

12. Q. takes Q. B.*
13. Kt. or P. takes K. Kt.

Thirty-seventh Game.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. K. P. two squares 2. K. B. P. two squares 3. K. B. to Q. B. fourth sq.† 4. K. to K. B. square 5. Q. P. two squares 6. K. Kt. to K. B. third sq. 7. K. B. takes K. B. P. and checks 8. K. Kt. to adv. K. fourth sq. and checks 9. Kt. takes Q. and will win. | <ol style="list-style-type: none"> 1. K. P. two squares 2. K. P. takes K. B. P. 3. Q. to adv. K. R. fourth sq. and checks 4. K. B. to Q. B. fourth sq.‡ 5. K. B. to Q. Kt. third sq. 6. Q. to adv. K. Kt. fourth square§ 7. K. takes K. B. 8. K. to K. B. square. |
|--|--|

* This move is evidently a very bad one, and seems to have been made merely to give the White the power of checkmating in two moves; the Black ought to have played K. B. to K. second square.

† This is not so good a move as K. Kt. to K. B. third square.

‡ Black loses the game by this move; he ought to have played K. Kt. P. two squares.

§ Black would play much better by moving Q. to K. R. fourth square.

|| In the fourth variation he plays K. to his B. square.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

WHITE.

1. *K. P. two squares*
2. *K. B. P. two squares*
3. *K. B. to Q. B. fourth sq.*
4. *K. to K. B. square*
5. *Q. P. two squares*
6. *K. Kt. to K. B. third sq.*
7. *K. Kt. P. one square **
8. *K. to K. B. second square*
9. *P. takes P.*
10. *K. B. takes K. B. P. and checks*
11. *K. R. to its fourth square and wins the Q.*

BLACK.

1. *K. P. two squares*
2. *K. P. takes P.*
3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. B. to Q. B. fourth sq.*
5. *K. B. to Q. Kt. third sq.*
6. *Q. to K. R. third square*
7. *Q. to adv. K. R. third sq. and checks*
8. *P. takes P. and checks*
9. *Q. to adv. K. Kt. fourth sq.*
10. *K. to K. B. square.*

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1. *K. P. two squares*
2. *K. B. P. two squares*
3. *K. B. to Q. B. fourth sq.*
4. *K. to K. B. square*
5. *Q. P. two squares*
6. *K. Kt. to K. B. third square*

1. *K. P. two squares*
2. *K. P. takes P.*
3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. B. to Q. B. fourth sq.*
5. *K. B. to Q. Kt. third sq.*
6. *Q. to K. B. third square*

* It would also be good play to move K. Kt. to adv. K. fourth square, as in the fifth variation.

WHITE.

7. K. P. one square
8. K. B. to Q. third square
9. K. R. P. one square
10. Q. B. to Q. second square
11. Q. B. to K. square and will win.

BLACK.

7. Q. to K. B. fourth square*
8. Q. to adv. K. Kt. fourth sq.*
9. Q. to adv. K. Kt. third sq.*
10. Q. Kt. to Q. B. third sq.

THIRD VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

- | | |
|---|--|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. Q. to adv. K. R. fourth sq.
and checks |
| 4. K. to K. B. square | 4. K. B. to Q. B. fourth sq. |
| 5. Q. P. two squares | 5. K. B. to Q. Kt. third sq. |
| 6. K. Kt. to K. B. third sq. | 6. Q. to K. second square |
| 7. Q. B. takes P. | 7. Q. takes K. P.† |
| 8. K. B. takes K. B. P. and checks | 8. K. to K. B. square |
| 9. Q. B. to K. Kt. third sq. | 9. K. Kt. to K. R. third sq. |
| 10. Q. Kt. to Q. B. third sq. | 10. Q. to K. second square |
| 11. K. B. to Q. Kt. third sq. | 11. Q. B. P. one square |
| 12. Q. to her third square | 12. Q. P. two squares |
| 13. Q. R. to K. square | 13. Q. to K. B. second square |
| 14. Q. B. to adv. Q. third sq.
and checks | 14. K. to K. Kt. square |
| 15. R. to adv. K. second square | 15. Q. to K. B. third square |
| 16. Q. Kt. takes Q. P. | 16. Q. takes Q. B. (Or A) |
| 17. Kt. to adv. K. B. third sq.
and checks | 17. K. to K. B. square. |
| 18. R. to adv. K. square and checkmates. | |

* He would play much better by suffering the Gambit P. to be taken, instead of defending it with the Q.

† It would be better to move Q. P. one square.

(Or A)

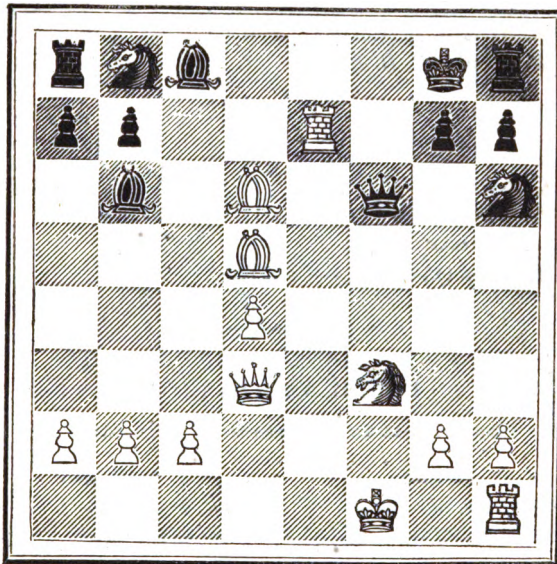
WHITE.

BLACK.

17. K. B. takes P. and checks 16. P. takes Q. Kt.
 17. K. Kt. to K. B. second sq.
 (Or B).
 18. R. to adv. K. square and checkmates.

(Or B)

Position of the Pieces.



18. R. to adv. K. B. second sq. and checks 17. K. to K. B. square
 19. R. takes Q. 18. K. to his square
 20. Q. to K. third sq. and checks 19. P. takes R.
 21. Q. to adv. K. second square and checkmates. 20. K. to Q. square.

Q

FOURTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

WHITE.

1. *K. P. two squares*
2. *K. B. P. two squares*
3. *K. B. to Q. B. fourth sq.*
4. *K. to K. B. square*
5. *Q. P. two squares*
6. *K. Kt. to K. B. third sq.*
7. *K. B. takes K. B. P. and checks*
8. *K. R. P. one square*
9. *Q. Kt. to Q. B. third sq.*
10. *Q. Kt. to K. second square*
11. *K. Kt. to adv. K. fourth sq. and checks*
12. *Kt. takes Q., checks, and will win.*

BLACK.

1. *K. P. two squares*
2. *K. P. takes P.*
3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. B. to Q. B. fourth sq.*
5. *K. B. to Q. Kt. third sq.*
6. *Q. to adv. K. Kt. fourth sq.*
7. *K. to K. B. square*
8. *Q. to adv. K. Kt. third sq.*
9. *K. takes K. B.*
10. *Q. to K. Kt. third square*
11. *K. to K. B. square.*

FIFTH VARIATION,

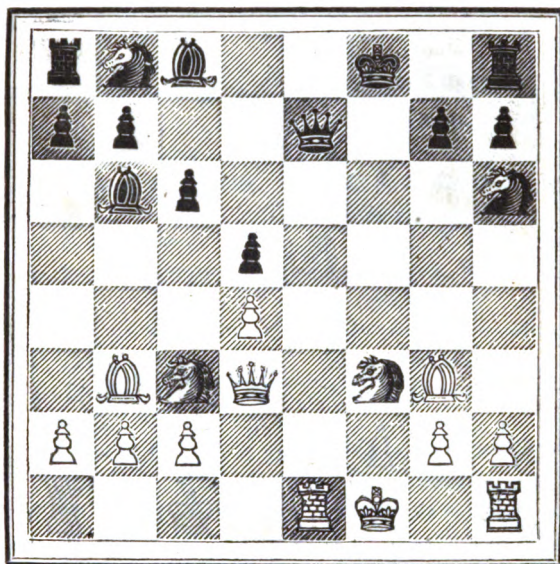
BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

- | | |
|---|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 4. <i>K. to K. B. square</i> | 4. <i>K. B. to Q. B. fourth sq.</i> |
| 5. <i>Q. P. two squares</i> | 5. <i>K. B. to Q. Kt. third sq.</i> |
| 6. <i>K. Kt. to K. B. third square</i> | 6. <i>Q. to K. R. third square</i> |
| 7. <i>K. Kt. to adv. K. fourth sq.</i> | 7. <i>Q. P. two squares</i> |
| 8. <i>K. B. takes Q. P.</i> | 8. <i>Q. B. to K. third square.</i> |
| 9. <i>K. B. takes Q. Kt. P. will gain the Q. R. and the game.</i> | |

SIXTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE THIRD VARIATION.

Position of the Pieces.



WHITE.

14. Q. B. to K. R. fourth sq.
15. Q. B. to adv. K. second sq. and checks
16. Q. takes Q.
17. Q. Kt. takes Q. P.
18. K. B. takes P. and checks
19. K. Kt. to adv. K. Kt. fourth square and checkmates.

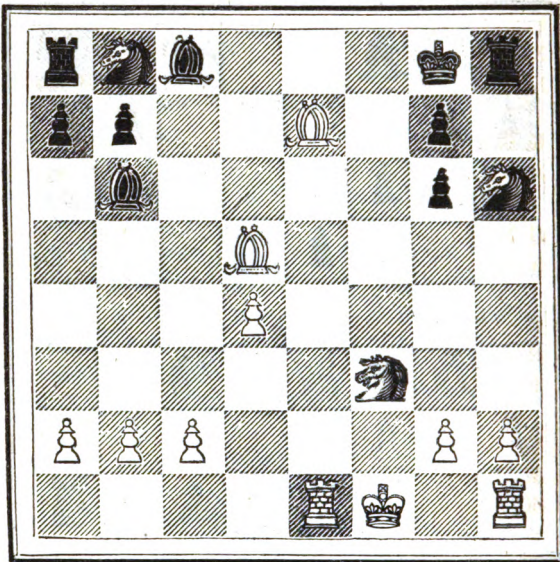
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13. Q. to K. B. third square
14. Q. to K. Kt. third square
15. K. to K. Kt. square
16. K. R. P. takes Q.
17. P. takes Q. Kt.
18. K. to K. R. second square.

SEVENTH VARIATION,

BEGINNING AT THE EIGHTEENTH MOVE OF THE SIXTH VARIATION.

Position of the Pieces.



WHITE.

19. K. Kt. to adv. K. Kt. fourth square
20. K. B. takes K. Kt. and checks
21. K. B. takes P.
22. K. Kt. to adv. K. B. second square and checks
23. Q. B. takes R. and will win.

BLACK.

18. K. Kt. to K. B. second sq.
19. R. to its fourth square
20. K. to K. R. square
21. R. to adv. K. R. fourth sq.
22. K. to K. Kt. square.

Thirty-eighth Game.

WHITE.

1. K. P. two squares
2. K. B. P. two squares
3. K. B. to Q. B. fourth sq.
4. K. to K. B. square
5. K. Kt. to K. B. third sq.
6. Q. P. two squares
7. K. Kt. P. one square
8. K. to K. B. second square
9. P. takes P.
10. K. B. takes K. B. P. and checks
11. Q. takes Q. B.
12. K. R. takes K. R. P.
13. K. B. takes K. Kt.
14. K. to K. Kt. square
15. Q. takes K. B. and checks

BLACK.

1. K. P. two squares
2. K. P. takes P.
3. Q. to adv. K. R. fourth sq. and checks
4. Q. P. one square *
5. Q. B. to adv. K. Kt. fourth square
6. Q. to K. R. third square
7. Q. to adv. K. R. third sq. and checks †
8. P. takes P. and checks
9. Q. B. takes K. Kt.
10. K. to Q. square ‡
11. Q. to her second square
12. K. R. takes R.
13. K. R. to adv. K. R. second square and checks
14. K. R. takes Q. B. P. §
15. Q. to K. square

* K. Kt. P. two squares is a better move.

† Black may also play as follows:—

- | | |
|--|---|
| <ol style="list-style-type: none"> 8. K. to K. B. second square 9. P. takes P. 10. Q. to her second square, &c. | <ol style="list-style-type: none"> 7. Q. B. to adv. K. R. third sq. and checks 8. K. Kt. P. two squares 9. P. takes P. |
|--|---|

‡ Had he moved K. to Q. second square, he would have lost the Q.

§ There are two variations on this move.

WHITE.

16. Q. B. to adv. K. Kt. fourth square and checks
17. K. B. to adv. K. third sq. and checks
18. Q. to adv. Q. square and checks
19. Q. P. one sq. and checks
20. P. takes Q. and checks
21. Q. Kt. to Q. B. third square and checks
22. Q. to adv. K. square and checks
23. Q. to K. fourth square, checks, and will win.

BLACK.

16. K. to Q. second square
17. Q. takes K. B.
18. K. to Q. B. third square
19. Q. takes P.
20. K. takes P.
21. K. to his fourth square
22. K. to adv. Q. fourth square.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

- | | |
|--|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 4. <i>K. to his B. square</i> | 4. <i>Q. P. one square</i> |
| 5. <i>K. Kt. to K. B. third square</i> | 5. <i>Q. B. to adv. K. Kt. fourth square</i> |
| 6. <i>Q. P. two squares</i> | 6. <i>Q. to K. B. third square</i> |
| 7. <i>K. P. one square</i> | 7. <i>Q. to K. R. third square</i> |
| 8. <i>K. Kt. P. one square</i> | 8. <i>Q. to adv. K. R. third sq. and checks</i> |
| 9. <i>K. to his B. second square</i> | 9. <i>P. takes P. and checks</i> |
| 10. <i>P. takes P.</i> | 10. <i>Q. B. takes K. Kt.</i> |
| 11. <i>Q. takes Q. B.*</i> | 11. <i>Q. to her second square</i> |

* White might also have taken K. B. P. and checked.

WHITE.

12. Q. takes Q. Kt. P.
 13. K. B. to adv. Q. Kt. fourth square, wins the Q. and the game.

BLACK.

12. Q. to Q. B. third square.

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE FIRST VARIATION.

- | | |
|---|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 4. <i>K. to K. B. square</i> | 4. <i>Q. P. one square</i> |
| 5. <i>K. Kt. to K. B. third sq.</i> | 5. <i>Q. B. to adv. K. Kt. fourth square</i> |
| 6. <i>Q. P. two squares</i> | 6. <i>Q. to K. B. third square</i> |
| 7. <i>K. P. one square</i> | 7. <i>P. takes P.</i> |
| 8. <i>P. takes P.</i> | 8. <i>Q. B. takes K. Kt.</i> |
| 9. <i>Q. takes Q. B.</i> | 9. <i>Q. takes P.*</i> |
| 10. <i>Q. takes Q. Kt. P. and will win.</i> | |

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE SECOND VARIATION.

- | | |
|-------------------------------------|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 4. <i>K. to K. B. square</i> | 4. <i>Q. P. one square</i> |

* Instead of taking the Pawn, he should play Q. to Q. Kt. or Q. B. third square.

WHITE.

5. *K. Kt. to K. B. third sq.*
6. *Q. P. two squares*
7. *K. P. one square*
8. *P. takes P.*
9. *K. Kt. takes Q.*
10. *K. Kt. takes K. B. P.*
11. *K. Kt. takes R.*
12. *Q. B. takes P.*
13. *Q. B. P. one square*
14. *K. Kt. to adv. K. B. second square and will win.*

BLACK.

5. *Q. B. to adv. K. Kt. fourth square*
6. *Q. to K. B. third square*
7. *P. takes P.*
8. *Q. takes P.**
9. *Q. B. takes Q.*
10. *K. Kt. to K. R. third sq.*
11. *K. Kt. P. one square*
12. *K. B. to K. Kt. second sq.*
13. *K. Kt. to K. B. fourth sq.*

FOURTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

- | | |
|--|--|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. B. to Q. B. fourth sq.</i> | 3. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 4. <i>K. to K. B. square</i> | 4. <i>Q. P. one square</i> |
| 5. <i>K. Kt. to K. B. third sq.</i> | 5. <i>Q. B. to adv. K. Kt. fourth square</i> |
| 6. <i>Q. P. two squares</i> | 6. <i>Q. to K. R. third square</i> |
| 7. <i>K. Kt. P. one square</i> | 7. <i>K. Kt. P. two squares</i> |
| 8. <i>K. R. P. two squares</i> | 8. <i>K. B. P. one square</i> |
| 9. <i>K. P. one square</i> | 9. <i>Q. P. takes P.</i> |
| 10. <i>Q. P. takes P.</i> | 10. <i>Q. B. P. takes P.</i> |
| 11. <i>Q. to adv. Q. fourth square</i> | 11. <i>Q. B. takes K. Kt.</i> |

* Evidently a bad move, as he cannot avoid the loss of the K. R.

WHITE.

12. Q. takes Q. B.
 13. K. R. P. takes K. Kt. P.
 14. K. Kt. P. takes P.
 15. Q. B. takes P.
 16. Q. Kt. to Q. B. third sq.
 17. Q. R. to K. sq. and checks

BLACK.

12. Q. B. P. one square *
 13. Q. takes P.
 14. P. takes P.
 15. Q. to K. B. third square
 16. K. B. to K. R. third square
 (Or A)
 17. K. to K. B. square (Or B)
 (Or C)

* If, instead of this move, Black play Q. to Q. B. third square, you should play

13. K. B. to adv. Q. fourth square 13. Q. takes Q. B. P. (Or A) (Or B)
 14. Q. Kt. to Q. B. third square 14. If he advance the Q. B. P. one
 square, or play Q. Kt. to Q. B. third square, he will lose the Q. by
 your playing K. B. to K. fourth square; but if he play
 K. Kt. P. one square
 15. Q. takes P. 15. Q. to adv. Q. third square and
 checks
 16. K. to his Kt. second square. 16. Must lose a piece.

(Or A)

13. Q. to Q. Kt. fourth square and
 checks
 14. Q. to Q. B. fourth square
 14. Q. B. P. two squares 14. Q. take P. and checks
 15. K. B. takes Q. Kt. P. 15. K. P. one square.
 16. K. to K. Kt. second square
 17. K. R. to K. square, &c.

(Or B)

13. Q. to Q. R. third sq. and checks
 14. Q. B. P. one square
 15. Q. to adv. K. R. fourth square 15. K. to Q. square
 and checks
 16. K. B. takes K. Kt. 16. K. R. takes K. B.
 17. Q. to adv. K. B. second square 17. K. R. to its square.
 18. It would not be good play to check with the Q. and then take K. R.;
 you should play K. R. to its second square, and you will have the
 best of the game.

R

WHITE.**BLACK.**

18. Q. B. takes K. B. and checks
 19. Q. takes Q. and checkmates.
18. Kt. takes Q. B.

(Or A)

17. Q. R. to K. square and checks
 18. R. to Q. square will gain the B. and the game.
16. K. B. to Q. third square
 17. K. to Q. square, or Q. second square (Or D)

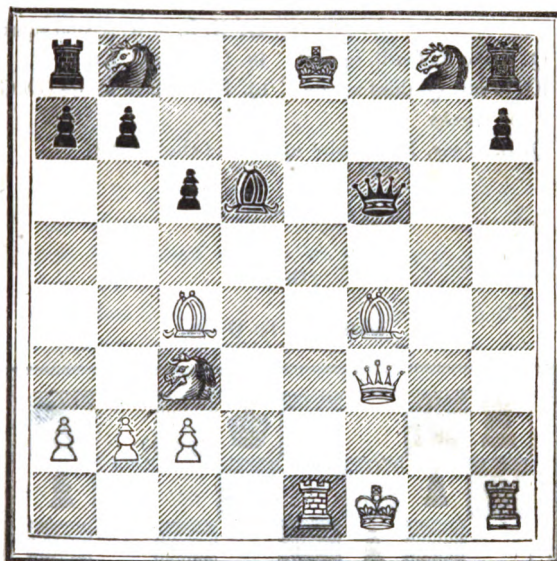
(Or B)

18. R. takes K. B.
 19. Q. B. to adv. Q. B. second square and checks
 20. Q. takes Q. and will win.
17. K. to Q. square
 18. Kt. takes K. R.
 19. K. takes Q. B.

(Or C)

18. Q. to Q. third square and checks
 19. R. to adv. K. square and checkmates the next move.
17. K. to Q. second square
 18. K. to Q. B. square.

(Or D)

Position of the Pieces.**WHITE.**

18. Q. Kt. to K. fourth square
19. Kt. takes K. B. and checks
20. K. R. to adv. K. R. third sq.
21. Q. to adv. K. B. second sq. and checks
22. Q. takes Kt. and checks
23. K. B. to adv. K. third sq. and checks
24. Q. takes Q. Kt. and checks
25. Q. to adv. Q. third square and checkmates

BLACK.

17. K. Kt. to K. second square (Or E)
18. Q. takes Q. B.
19. Q. takes Kt.
20. Q. takes K. R. (Or F)
21. K. to Q. square
22. K. to Q. B. square
23. Q. Kt. to Q. second square
24. K. to Q. Kt. square.

(Or E)

WHITE.

BLACK.

18. Q. Kt. to K. fourth square

17. K. B. to K. second square

19. Kt. to adv. Q. third square

18. Q. takes Q. Kt. P.

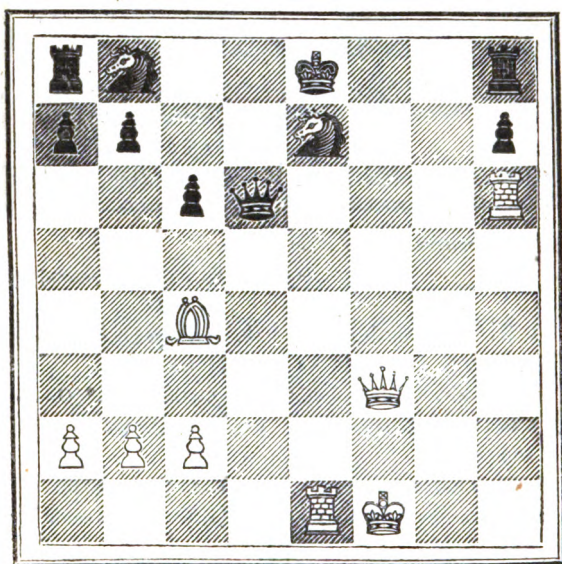
19. K. to his B. square (Or G).

and checks

20. Q. B. to adv. K. R. third square and checkmates.

(Or F)

Position of the Pieces.



WHITE.

21. Q. to adv. K. R. fourth sq.
and checks

22. Q. R. to Q. square

23. B. takes Kt.

24. K. to K. Kt. square

25. K. B. to K. Kt. second sq.
and checks

26. Q. to K. R. third square
and checks

27. K. R. takes K. R. P.

28. Q. takes Q. Kt. and checks

29. Q. to adv. Q. B. second square and checkmates.

BLACK.

20. Q. to her second square

21. K. to Q. square

22. K. Kt. to Q. fourth square

23. R. to K. B. square and
checks

24. Q. to K. Kt. second square
and checks

25. K. to Q. B. square

26. Q. Kt. to Q. second square

27. Q. takes Q. Kt. P.

28. K. to Q. Kt. square.

(Or G)

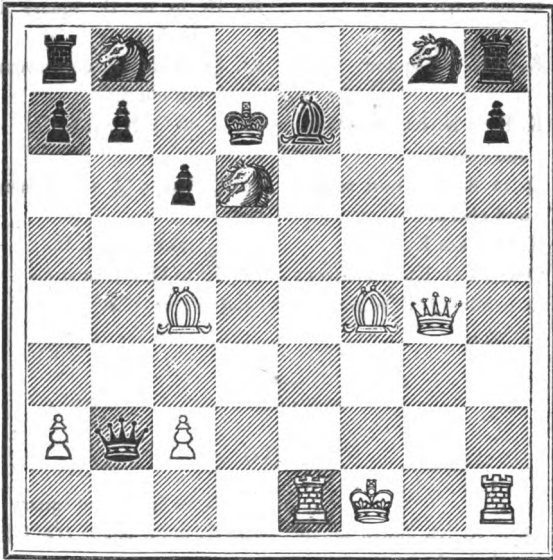
19. K. to Q. second square

20. Q. to K. Kt. fourth square
and checks

20. K. to Q. square (Or H).

21. Q. to adv. Q. B. square and checkmates.

(Or H)

Position of the Pieces.**WHITE.**

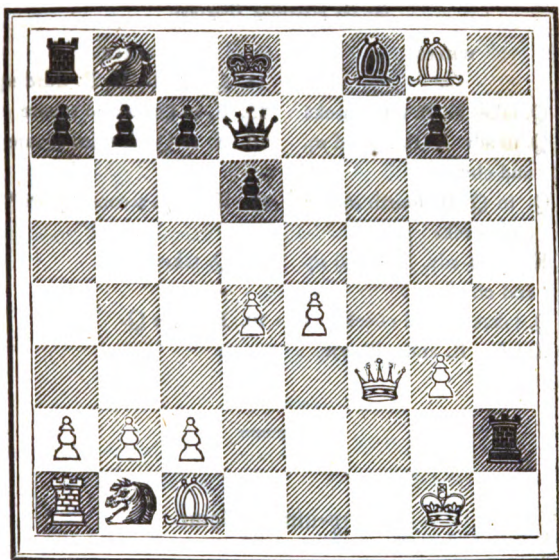
- 21. Kt. to adv. Q. B. sq. and checks with Q. B.
- 22. R. to Q. square and checks
- 23. Q. to adv. K. R. fourth sq. and checks
- 24. Q. to adv. K. B. second square and checkmates.

BLACK.

- 20. K. to Q. B. second square
- 21. K. to Q. square
- 22. K. to his square
- 23. K. to his B. square.

**FIFTH VARIATION,
BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.**

Position of the Pieces.



WHITE.

15. Q. takes K. B. and checks
16. Q. B. to adv. K. Kt. fourth square and checks
17. Q. takes adv. K. Kt. P. and checks
18. Q. takes K. R.
19. K. B. to adv. Q. fourth sq. and checks
20. Q. takes Q.
21. Q. Kt. to Q. second square and will win.

BLACK.

14. K. R. to its square
15. Q. to K. square
16. K. to Q. second square
17. K. to Q. B. third square
18. Q. Kt. to Q. second square
19. K. to Q. Kt. third square
20. R. takes Q.

SIXTH VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

See the preceding Diagram.

WHITE.

BLACK.

- | | |
|--|--------------------------------|
| 15. Q. takes K. B. and checks | 14. Q. to adv. K. R. third sq. |
| 16. Q. to adv. K. B. second sq. and checks | 15. K. to Q. second square |
| 17. Q. to Q. B. fourth square and checks | 16. K. to Q. B. third square |
| 18. K. B. to adv. K. third sq. and checks | 17. K. to Q. second square * |
| 19. Q. takes Q. and checks | 18. Q. takes K. B. |
| 20. K. takes R. and will win. | 19. K. takes Q. |

 Thirty-ninth Game.

- | | |
|------------------------------|--------------------------------|
| 1. K. P. two squares | 1. K. P. two squares |
| 2. K. B. P. two squares | 2. K. P. takes P. |
| 3. K. B. to Q. B. fourth sq. | 3. K. B. to K. second square † |

* If the Black were to play his King to Q. Kt. third square, White should check with Q. at her Kt. fourth square, obliging Black to retire to Q. B. third square, (for if he played K. to Q. R. third square he would be checkmated in two moves,) then advance Q. P. one square, and afterwards play K. B. to adv. K. third square winning the Q.

† It is better to check with the Q. and then play K. Kt. P. two squares.

WHITE.

4. Q. P. two squares
5. K. to K. B. square
6. K. Kt. P. one square
7. P. takes P.
8. Q. to adv. K. R. fourth sq.
9. K. Kt. to K. B. third sq.
10. Q. B. takes P.
11. Q. takes Q.
12. K. B. takes K. Kt.
13. K. to K. Kt. second square and will win.

BLACK.

4. K. B. to adv. K. R. fourth square and checks
5. K. Kt. P. two squares
6. P. takes P.
7. K. B. takes P.
8. Q. to K. B. third square and checks
9. Q. P. one square *
10. Q. to K. Kt. third square
11. K. B. P. takes Q.
12. R. takes K. B.

Fortieth Game.

- | | |
|--|--|
| <ol style="list-style-type: none"> 1. K. P. two squares 2. K. B. P. two squares 3. K. B. to Q. B. fourth sq. 4. Q. to K. B. third square 5. Q. P. two squares 6. K. Kt. P. one square 7. K. B. takes K. B. P. and checks 8. K. R. P. takes P. 9. Q. takes Q. 10. K. B. takes K. Kt. and will win.† | <ol style="list-style-type: none"> 1. K. P. two squares 2. K. P. takes P. 3. K. Kt. to K. second sq.† 4. K. Kt. to its third square 5. Q. to adv. K. R. fourth sq. and checks 6. P. takes P. 7. K. to Q. square 8. Q. to K. B. third square 9. K. Kt. P. takes Q. |
|--|--|

* K. B. to adv. K. B. fourth square is a better move.

† This is not a good move; he ought to check with the Q. and then advance K. Kt. P. two squares.

‡ This game is very ill played by the Black.

DEFENCE TO THE KING'S GAMBIT.

Forty-first Game.

BLACK HAVING THE FIRST MOVE.

BLACK.

1. K. P. two squares
2. K. B. P. two squares
3. K. Kt. to K. B. third sq.
4. K. B. to Q. B. fourth sq.
5. K. Kt. to adv. K. fourth sq.
6. K. to K. B. square
7. K. Kt. takes K. B. P.†
8. K. B. takes Q. P.
9. K. Kt. takes K. R.
10. K. P. one square
11. Q. to K. second square
12. K. R. P. takes K. Kt.
13. K. to his B. second square.

WHITE.

1. K. P. two squares
2. K. P. takes P.
3. K. Kt. P. two squares
4. K. Kt. P. one square
5. Q. to adv. K. R. fourth sq.
and checks
6. K. Kt. to K. B. third sq.*
7. Q. P. two squares
8. K. Kt. takes Q. B.
9. K. Kt. to K. B. third sq.
10. K. Kt. to adv. K. fourth sq.
11. Kt. to adv. K. Kt. third sq.
and check's
12. Q. takes K. R. and checks
13. K. B. to Q. B. fourth sq.,
checks, and will win.

* This is Salvio's move ; it is better to play the Kt. to K. R. third square.

† This is a bad move ; he should play Q. to K. square and he would then have the best of the game.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

BLACK.

1. *K. P. two squares*
2. *K. B. P. two squares*
3. *K. Kt. to K. B. third sq.*
4. *K. B. to Q. B. fourth sq.*
5. *K. Kt. to adv. K. fourth sq.*
6. *K. to his B. square*
7. *K. B. takes K. B. P. and checks*
8. *K. B. to Q. Kt. third sq.†*
9. *K. Kt. to adv. K. B. second square and checks*
10. *K. Kt. takes K. R.*
11. *K. R. P. takes K. Kt.
(Or A)*
12. *K. to his second square*
13. *P. takes P.*
14. *K. to his B. second square.*

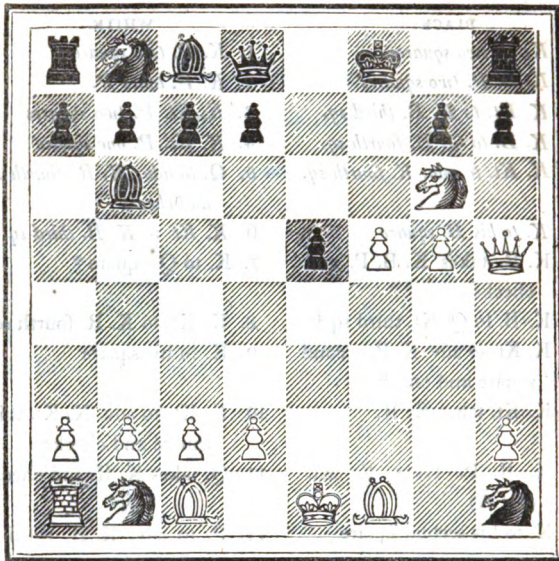
WHITE.

1. *K. P. two squares*
2. *K. P. takes P.*
3. *K. Kt. P. two squares*
4. *K. Kt. P. one square*
5. *Q. to adv. K. R. fourth sq.
and checks*
6. *K. Kt. to K. B. third sq.*
7. *K. to Q. square **
8. *K. Kt. to K. R. fourth sq.*
9. *K. to his square*
10. *K. Kt. to adv. K. Kt. third square and checks*
11. *Q. takes K. R. and checks*
12. *P. to adv. K. B. third sq.
and checks*
13. *P. takes P. and checks*
14. *Q. takes Q. and will win.*

* This is not your best move; you ought to play *K. to his second sq.*

† He ought not to remove the *K. B.*; he should play either the *Q.* or the *Q. P.*

(Or A)

Position of the Pieces.**BLACK.**

11. K. to his Kt. square
12. Q. P. two squares
13. Q. takes K. B.
14. K. to his B. square.

WHITE.

11. K. B. to Q. B. fourth sq. and checks
12. K. B. takes Q. P. and checks
13. K. Kt. to adv. K. second square and checks
14. Kt. takes Q. and will win.

Forty-second Game.

BLACK.

1. K. P. two squares
2. K. B. P. two squares
3. K. Kt. to K. B. third sq.
4. K. B. to Q. B. fourth sq.
5. K. Kt. to adv. K. fourth sq.
6. K. Kt. takes K. Kt. P. †
7. K. Kt. to K. B. second sq.
8. K. B. takes Q. P. ‡

WHITE.

1. K. P. two squares
2. K. P. takes P.
3. K. Kt. P. two squares
4. K. Kt. P. one square
5. K. Kt. to K. R. third sq.*
6. Q. to adv. K. R. fourth sq.
and checks
7. Q. P. two squares
8. Q. B. to adv. K. Kt. fourth
sq. and will win the game.

FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1. K. P. two squares
2. K. B. P. two squares
3. K. Kt. to K. B. third sq.
4. K. B. to Q. B. fourth sq.
5. K. Kt. to adv. K. fourth sq.
6. K. Kt. takes K. Kt. P.
7. K. Kt. to K. B. second sq.
8. K. P. takes Q. P.

1. K. P. two squares
2. K. P. takes P.
3. K. Kt. P. two squares
4. K. Kt. P. one square
5. K. Kt. to K. R. third sq.
6. Q. to adv. K. R. fourth sq.
and checks
7. Q. P. two squares
8. Gambit P. one square

* It is better play to check with the Queen.

† Q. P. two squares is the proper move.

‡ Instead of this move, he ought to play K. B. to K. second square; you would, however, have much the best of the game.

BLACK.

9. K. B. to adv. Q. Kt. fourth square and checks
10. P. takes Q. B. P.
11. K. to K. B. square
12. K. takes P.
13. K. to K. B. square
14. Q. P. one square

WHITE.

9. Q. B. P. one square
10. Q. to K. second square and checks
11. P. takes K. Kt. P. and checks
12. Q. to K. Kt. fourth square and checks
13. Q. takes K. B. and checks
14. Kt. takes P. and will win.

SECOND VARIATION,**BEGINNING AT THE SIXTH MOVE OF THE WHITE.**

- | | |
|--|---|
| 1. <i>K. P. two squares</i> | 1. <i>K. P. two squares</i> |
| 2. <i>K. B. P. two squares</i> | 2. <i>K. P. takes P.</i> |
| 3. <i>K. Kt. to K. B. third sq.</i> | 3. <i>K. Kt. P. two squares</i> |
| 4. <i>K. B. to Q. B. fourth sq.</i> | 4. <i>K. Kt. P. one square</i> |
| 5. <i>K. Kt. to adv. K. fourth sq.</i> | 5. <i>K. Kt. to K. R. third sq.</i> |
| 6. <i>K. Kt. takes K. Kt. P.</i> | 6. <i>K. Kt. takes K. Kt.</i> |
| 7. <i>Q. takes K. Kt.</i> | 7. <i>Q. P. two squares</i> |
| 8. <i>Q. takes Gambit P.</i> | 8. <i>Q. P. takes K. B.</i> |
| 9. <i>Q. to adv. K. fourth square and checks</i> | 9. <i>Q. B. to K. third square</i> |
| 10. <i>Q. takes K. R.</i> | 10. <i>Q. to adv. K. R. fourth sq. and checks</i> |
| 11. <i>K. to K. B. square</i> | 11. <i>Q. to adv. K. B. fourth sq. and checks</i> |
| 12. <i>K. to K. Kt. square</i> | 12. <i>Q. takes K. P.</i> |
| 13. <i>K. R. P. one square</i> | 13. <i>Q. B. to Q. fourth square</i> |
| 14. <i>Q. to adv. K. Kt. square *</i> | 14. <i>K. B. P. two squares</i> |

* If he were to play K. R. to its second square, you would checkmate immediately with the Q.

BLACK.

15. Q. to K. Kt. third square *
16. Q. to K. B. third square †
17. Q. to K. B. square
18. K. to K. R. second square.

WHITE.

15. K. B. P. one square
16. Q. to adv. K. square and checks
17. K. B. to Q. B. fourth sq. and checks
18. Q. to adv. K. Kt. third sq. and checkmates.

Forty-third Game.

1. K. P. two squares
2. K. B. P. two squares
3. K. P. takes P. §
4. K. Kt. P. one square
5. Q. to adv. K. R. fourth sq. and checks
6. P. takes P.
7. K. B. to K. second square
8. Q. to K. B. third square
9. K. Kt. P. one square ||

1. K. P. two squares
2. K. B. P. two squares †
3. Q. to adv. K. R. fourth sq. and checks
4. Q. to K. second square
5. K. to Q. square
6. Q. takes P. and checks
7. K. Kt. to K. B. third sq.
8. Q. P. two squares
9. K. R. P. two squares

* If he play Q. to your K. Kt. fourth square, you must check with the Q. at his K. square, then with K. B. &c.

† If he play the Q. to K. B. second square, you must play K. B. to Q. B. fourth square, &c.

‡ This is not a good move ; White ought to take the Pawn.

§ Black should check with the Q. at adv. K. R. fourth square, and if the White interpose the P., the Q. should be moved to K. second square.

|| As Black cannot ultimately defend the Gambit Pawn, it would be better to play Q. B. P. one square.

BLACK.

10. K. R. P. one square
11. K. R. P. takes P.
12. Q. takes R.
13. K. to Q. square
14. Q. takes P. and checks
15. K. Kt. to K. B. third sq.
16. K. to his square
17. K. to Q. square
18. K. Kt. takes Q.

WHITE.

10. P. takes K. Kt. P.
11. R. takes R.
12. Q. to adv. K. Kt. third sq.
and checks
13. K. Kt. takes P.
14. Q. B. to Q. second square
15. K. Kt. to adv. K. B. second
square and checks
16. Kt. to adv. Q. third square
and checks
17. Q. to adv. K. square and
checks
18. K. Kt. to adv. K. B. second
sq. and checkmates.

Forty-fourth Game.**WHITE.**

1. K. B. P. two squares *
2. P. takes P.
3. K. Kt. P. one square
4. K. Kt. to K. B. third sq.
5. Q. Kt. to Q. B. third sq.
6. K. P. two squares
7. Q. P. two squares

BLACK.

1. K. P. two squares †
2. Q. to adv. K. R. fourth sq.
and checks
3. Q. to adv. K. fourth sq.
4. Q. Kt. to Q. B. third sq.
5. Q. to K. B. fourth sq.
6. Q. to K. third square
7. Q. to K. second square

* This method of opening the game is very unusual and should not be adopted.

† Black should play Q. P. two squares.

WHITE.

8. Q. B. to adv. K. Kt. fourth square
9. Q. R. P. one square
10. Q. Kt. to Q. R. fourth square and wins the Q.

BLACK.

8. Q. to adv. Q. Kt. fourth square *
9. Q. takes Q. Kt. P.†

QUEEN'S GAMBIT.**Forty-fifth Game.**

1. Q. P. two squares
2. Q. B. P. two squares
3. K. P. one square †
4. Q. R. P. two squares
5. Q. R. P. takes P.

1. Q. P. two squares
2. P. takes P.
3. Q. Kt. P. two squares §
4. Q. B. P. one square
5. Q. B. P. takes P.

6. Q. to K. B. third square and wins the Q. R. ||

Forty-sixth Game.

1. Q. P. two squares
2. Q. B. P. two squares

1. Q. P. two squares
2. Q. P. takes P.

* K. B. P. one square is a better move.

† If instead of taking the P. he play Q. to Q. R. fourth square, by advancing Q. Kt. P. two squares you will gain a piece.

‡ It is better to play this P. two squares.

§ Black loses the game by this move; the Gambit Pawn cannot be successfully supported, he should have played K. P. two squares.

|| Black may save Q. R. by playing Q. B. to Q. Kt. second square, or Q. Kt. to Q. B. third square; he must, however, lose a piece.

T

WHITE.

3. K. P. two squares
4. Q. R. P. two squares
5. Q. R. P. takes P.
6. Q. Kt. P. one square
7. Q. Kt. P. takes P.
8. Q. P. one square
9. Q. Kt. to Q. second square
10. K. P. takes P.
11. Q. Kt. to its third square
12. Q. B. P. one square
13. Q. to K. second square
14. K. B. takes Q.
15. K. B. to adv. Q. Kt. fourth square and checks
16. Q. B. P. one square
17. Q. B. to K. third square
18. K. B. P. takes B.
19. Q. P. one square
20. Q. P. one square
21. P. takes Q. B.
22. K. B. takes Kt.
23. R. takes Q. R. P. and will win.

BLACK.

3. Q. Kt. P. two squares *
4. Q. B. P. one square
5. P. takes P.
6. Q. R. P. two squares
7. Q. Kt. P. one square
8. K. P. one square
9. K. P. takes P.
10. K. B. to Q. B. fourth sq.†
11. K. B. to Q. Kt. third sq.
12. Q. to K. second square and checks
13. Q. takes Q.
14. K. B. to Q. square
15. K. to K. B. square
16. K. B. to Q. Kt. third sq.
17. K. B. takes Q. B.
18. K. Kt. to K. B. third sq.
19. K. Kt. P. one square ‡
20. Q. B. takes P.
21. Q. Kt. takes P.
22. Kt. takes K. B.

* Black loses the game by this move, he ought to have played K. P. two squares.

† This is not well played ; Q. Kt. to Q. second square is much better.

‡ It would be better to play the Q. B. and afterwards the K. to his second square.

Forty-seventh Game.

WHITE.

1. Q. P. two squares
2. Q. B. P. two squares
3. Q. P. takes P.
4. Q. to her second square
5. Q. Kt. takes Q.
6. Kt. takes P.
7. Q. Kt. to adv. Q. third sq.
and checks
8. P. takes B.
9. K. B. P. one square
10. K. P. two squares
11. Q. Kt. P. one square
12. Q. B. to Q. R. third sq.
13. Q. R. to Q. square
14. K. B. to Q. B. fourth sq.
15. K. Kt. P. one square
16. K. B. to adv. Q. fourth sq.
17. Q. B. to adv. Q. B. fourth sq.
18. R. takes Q. B.

BLACK.

1. Q. P. two squares
2. Q. B. P. two squares *
3. Q. to Q. R. fourth square
and checks †
4. Q. takes Q.
5. Q. P. takes P.
6. K. P. one square
7. K. B. takes Q. Kt.
8. K. Kt. to K. B. third sq.
9. K. castles
10. K. P. one square
11. R. to Q. square
12. K. Kt. to K. square
13. Q. B. to K. third square ‡
14. Q. B. to Q. second square
15. Q. Kt. P. two squares
16. Q. B. to its third square
17. Q. B. takes K. B.
18. Q. Kt. to Q. second square

* It is better to take the Pawn.

† If, instead of this move, Black should take the P., White must check with the Q.; and if the Black play Q. Kt. to Q. second square, White must advance the P. on the Kt.; but if the Black play Q. or Q. B. to Q. second or Q. Kt. to Q. B. third square, White must take the P. with the Q. and will have the best of the game.

‡ Q. Kt. to Q. B. third square is better.

WHITE.

19. Q. Kt. P. one square
20. Q. R. P. one square
21. P. takes P.
22. K. to K. B. second square
23. K. to K. Kt. second square
24. P. takes Kt.
25. K. Kt. to K. second square
26. K. to K. B. second square
27. R. to Q. Kt. square
28. K. to his square
29. K. to Q. square
30. R. takes P.
31. R. to adv. Q. Kt. second sq.
and checks

32. R. to adv. K. second square and checkmates ; but if the Black had played K. to K. B. square, White would have advanced the P. one square, gaining the Kt. and the game.

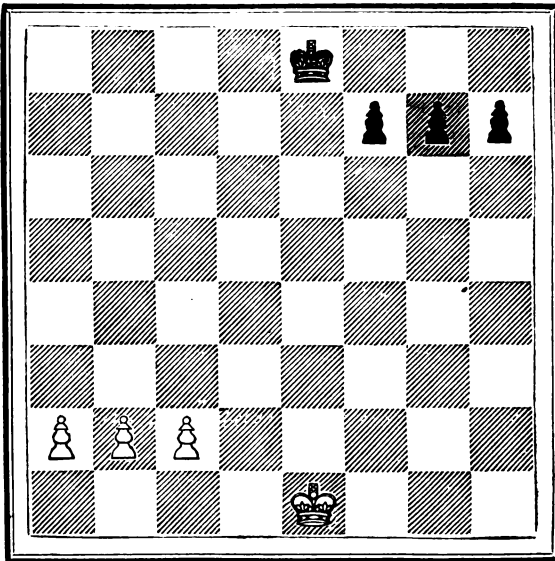
BLACK.

19. Q. R. P. two squares *
20. P. takes P.
21. R. to adv. Q. R. square and
checks
22. R. to adv. Q. B. square
23. Kt. takes Q. B.
24. Q. Kt. P. one square
25. Q. R. to adv. Q. B. second
square
26. P. to adv. Q. Kt. third sq.
27. P. to adv. Q. Kt. second sq.
28. K. B. P. one square
29. R. to adv. Q. B. fourth sq.
30. K. to K. B. second square
31. K. to his third square.

* It would be better to play Q. Kt. to its third square, and if White does not take the Kt. it should be played to adv. Q. B. fourth square.

THE BEST METHOD OF PLAYING PAWNS AND THE KING
AT THE END OF THE GAME.*

Position of the Pieces.



WHITE.

1. Q. R. P. two squares
2. Q. R. P. one square

BLACK.

1. K. to Q. second square
2. K. to Q. B. third square

* This situation, if well played, is a drawn game; the method of drawing it is for both players to keep one of the Pawns unmoved, for he who moves all his Pawns first will lose, because his adversary can gain the move by advancing the unmoved Pawn one or two squares.

WHITE.

3. Q. B. P. two squares
4. Q. Kt. P. two squares
5. K. to K. B. second square
6. K. to K. Kt. third square
7. K. to K. R. third square
8. K. to K. Kt. fourth square
9. Q. Kt. P. one square
10. Q. B. P. one square
11. Q. Kt. P. one square
12. Q. R. P. one square
13. Q. R. P. one square
14. Q. B. P. one sq. and checks
15. Q. B. P. one square
16. Q. R. P. one sq., becomes
a Q. and checks
17. Q. B. P. one square, becomes a Q. and checkmates.

BLACK.

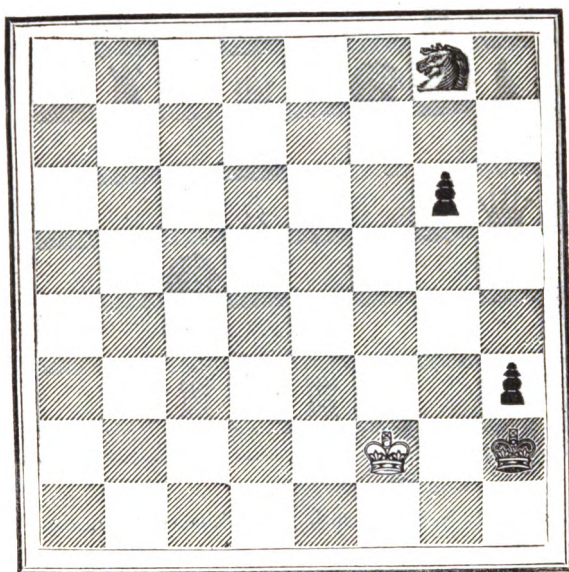
3. K. R. P. two squares
4. K. Kt. P. two squares
5. K. B. P. two squares
6. K. R. P. one sq. and checks
7. K. B. P. one square
8. K. to Q. Kt. second square
9. K. to Q. B. second square
10. K. to Q. Kt. second square
11. K. to Q. Kt square
12. K. to Q. R. square
13. K. to Q. Kt. second square
14. K. to Q. R. square
15. K. to Q. Kt. second square
16. K. takes Q.

ENDS OF GAMES.

FIRST SITUATION.

WHITE TO MOVE, AND TO CHECKMATE IN FOUR MOVES.

Position of the Pieces.



WHITE.

1. K. Kt. to adv. K. B. third sq.
2. Kt. to K. Kt. fourth square and checks
3. K. to K. B. square
4. Kt. to K. B. second square and checkmates.

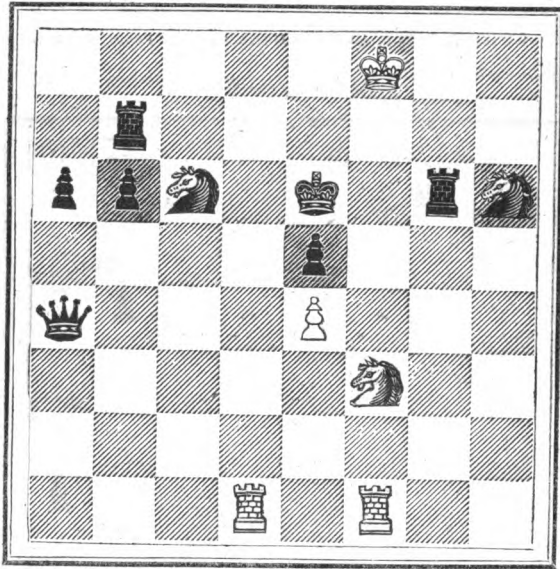
BLACK.

1. K. Kt. P. one square
2. K. to adv. K. R. square
3. K. R. P. one square

SECOND SITUATION.

WHITE TO MOVE, AND TO CHECEMATE IN THREE MOVES.

Position of the Pieces.



WHITE.

1. K. Kt. to adv. K. Kt. fourth square and checks
2. K. R. to adv. K. B. third square and checks
3. Q. R. to adv. Q. third square and checkmates.

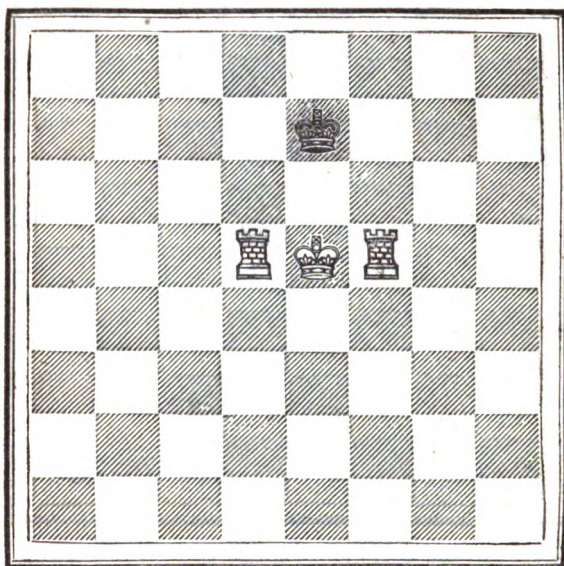
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1. R. takes K. Kt.
2. K. takes K. R.

THIRD SITUATION.

WHITE TO MOVE AND TO CHECKMATE THE BLACK IN THREE MOVES,
ON CONDITION OF PLAYING HIS PIECES ALTERNATELY.

Position of the Pieces.



WHITE.

1. K. R. to K. B. square
2. K. to adv. K. B. third sq.
3. Q. R. to adv. Q. square and checkmates.*

BLACK.

1. K. to his square
2. K. to K. B. square.

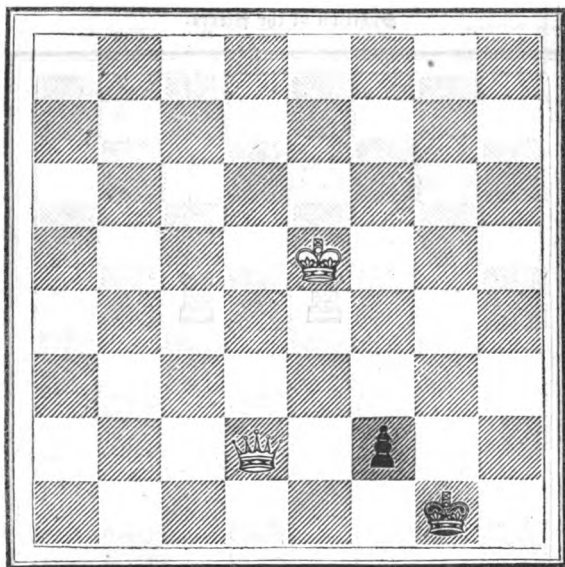
* The checkmate may also be given by playing Q. R. to Q. square, then K. to adv. Q. third square, and afterwards checkmating with the K. R.

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FOURTH SITUATION.

WHITE TO MOVE AND TO WIN.

Position of the Pieces.



White must play in the following manner, for if he were to play differently, it would be a forced drawn game.*

WHITE.

1. K. to K. B. fourth square

2. K. to K. Kt. third sq. and will checkmate in two moves

BLACK.

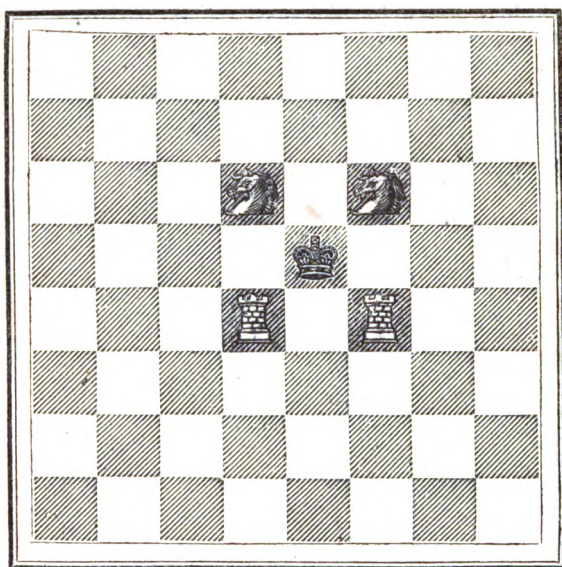
1. P. one square and becomes
a Q.

* This is not strictly correct, for the White would win though he play the Q. to K. third square, or to adv. K. Kt. fourth square.

FIFTH SITUATION.

WHITE TO MOVE, AND TO CHECKMATE IN FOUR MOVES.

Position of the Pieces.*



WHITE.

1. Q. Kt. to adv. K. B. second square and checks
2. K. Kt. to adv. K. R. second square

BLACK.

1. K to K. third square
2. K. to his second square

* Greco does not give the position of the White King, as he is of no use in effecting the checkmate.

WHITE.

BLACK.

3. Q. Kt. to adv. K. R. third square.
 3. K. any where.
 4. K. R. checkmates at K. fourth square.*

† The checkmate may also be given in a similar manner by playing the K. Kt. to adv. Q. second square, then Q. Kt. to adv. Q. Kt. second square, then K. Kt. to adv. Q. Kt. third square, and then checkmating with the Q. R.

THE END.

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